* Prompts shouldn’t show when in Sails or upgrades.
* Angle of camera viewing boat in sails screen needs adjusting
* Explosion of mine should match art style
* Need New Waypoint marker
* Need a Mine Model. Maybe a minesweeper like thing.
* Boat needs to stop moving once Boss Boat is found
* Water Needs to match art style
* Sail and upgrade menus should not open at the same time
* Maybe a new main menu view of the boat? Like shown in sail screen
* Will need a border around screen>? If not objects will need to spawn closer to edge
* Once waypoint is hit maybe keep it going in a straight line rather than spin in a circle
* Cannon balls need to destroy on contact