**FEATURES TO BE IMPLEMENTED LIST**

**Global**

* Pause Menu1 (change from “?” in the in-game menu)
* Icon for .exe file
* Sound
* Timer alert when time is running out. Global timer script can be found in folder: “GlobalScripts” - Just drag to your timer 3D text, set time and you’re done

**Main Screen**

* Remove the lock icon
* Replace the some little icons with relevant ones
* Think of other names than "mindworks"

**Pause Menu1**

* Resume
* How to play
* Restart
* Home
* Difficulty selection

**Game Selection**

* [DONE - 28/4/2014] - Make the play button even bigger
* Border around icon to tell players that game is selected

**Cloud Game**

* Winning condition
* Losing condition

**Conveyor Belt**

* Make it more aesthetically appealing

**±Fruits**

* Add animated fruits to improve gameplay experience

**Card Match**

* Change gameplay
* Cards’ position will randomised and revealed to players every few seconds

**Fly Swatter**

* [DONE - 29/4/2014] - Winning condition
* [DONE - 29/4/2014] - Reducing number of flies & increasing their size/collider boxes
* [DONE - 29/4/2014] - Level progression
* [DONE - 29/4/2014] - Fly - less sketchy, more fly-like, vector based

**What’s That Shadow**

* 2 Correct answers for hard difficulty? Or allow user to set amount of correct answers

**Avian Counter**

* Change name
* Needs feedback
* Animation for the birds
* Winning condition
* Form of progression

**Number Tapper**

* Form of progression
* Scoring system
* Multiplier