Undiminished things in the "Bunny thrower":

1. Add sounds.
2. ~~Create the "torturing room". A little room (640x480) with regular game controller wear the bunny is tied on a rope and you can torture him by moving the rope up and down made him stuck in to the ammos.~~
3. Finishing touches like a loading bar and an icon.
4. Check and make execute file.