Create configuration files for number of levels, file locations…

Might want to create a database for user accounts, saves, scores…

Need to sit down and figure out all states then reconstruct game with states. Add more clarity and make it easier to change later.

Got to fix the instantiation of the pause screen.

Change level loading technique to xml.

Main world states:

* Game is in play
  + Game is paused with start to map
  + Game is paused with select to quit screen
  + Level is building or paused
  + Character died
* Game hasn’t been started yet - Initial main menu
  + Switching difficulty
  + Made selection
* Game is over
  + all lives are lost
  + player won