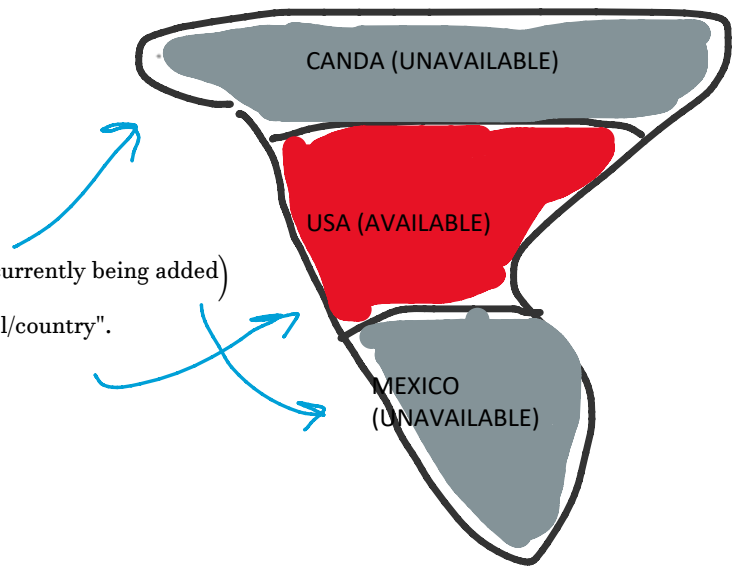


World Game

Wednesday, July 18, 2018 3:51 PM

TO-DO LIST:

- Sprites for each continent UI scene
 - Gray out "incomplete" levels (or ones that aren't currently being added)
 - Clean up to one solid color for each available "level/country".



Ideas:

- Progression levels (only certain countries available at player level).
 - Adds "grinding" into the game to increase experience level.
- For each country, the UI is like super mario selection (linear pathing to a final "boss").