# TODO List

* Transition between two lua scenes
* Finite state machines
* Game Finite state machine.
* Complete font generation code
* (Rewritten) Bitmap font object
* Look at porting some objects from the old system.
* Advert code.
* Language independence code
* Graphic construction code – use something not too dissimilar to the ‘library’ approach.
* Sound construction code.
* Pong game
* Flappy extended type game.
* Icons and startup screens code.