Project Plan Proposal - Original - Already not approved (we know it's bad)

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Cycle 1:
- **Porting main ATRobots program to C++**
- Drawing objects
  - Drawing the actual robots on a field
- Moving robots
  - Reading commands from robot files
    - Ignore commands not yet ported
  - Move forward
  - Turning/rotation
    - Robot rotation
    - Turret rotation
- Shooting

Cycle 2:
- Constrain actions/events to artificial clock cycle system
  - Robots will go full speed of computer otherwise
- Scanning
  - Be able to return number of robots in the scanning arc
- Overheat system
  - Robots overheat when they shoot too much/too fast, causing them to explode
- Sound
  - Sound on bullet shooting/impact/successful hit
- Speed controls (slow down/speed up matches)
  - Use keyboard controls to change rate of ongoing emulation

Cycle 3:
- Main menu GUI
  - Robot picker
  - Play/quit buttons
  - ATRLock program
- Wins counter
  - Counts number of wins for each robot in the match