**TASKS BY PRIORITIY**

**Programming**

1. Ai - Turrets including Tank turret
2. Upgrades - Tank, Turret, UI
3. Tank Collisions
4. 3D sounds + background Music
5. Multiple Spawners
6. Menu Screen and Help Screen
7. Particles AGAIN
8. Turret Projectiles/Animation
9. Multiple Levels
10. World Map
11. Environment
12. Stuff on Fire - Everything can burn!
13. Tank Acceleration/Deceleration
14. Water Effect Shader
15. Menu Scene
16. Intro dialogue

**Art**

1. Turrets
2. Upgrade UI
3. Penguin Tank
4. Steroid penguins
5. Projectiles/Animations
6. Menu Art
7. Motorcyle penguin
8. Crates
9. Submarine
10. Buildings
11. Snow effect
12. Polar Bear