Load time

What is the gitignore doing?

Card drawing animation

Sound

Update instructions

Add in feature cards

Hover over planet names

Separate test classes into another folder

Zoomable map – also make it more complex?

Separate graphics and backend into different folders

Design patterns

Zoomable planet names to see what it actually is (not moo or suk)

Refactoring

Make graphics not bound, make it adjust to the screen resolution