

1. Create a Game map with stars background and planets in font:
 1. Create planets on a stars background;
 2. It would be cool to have planets placed randomly so that every game is little different from the previous. However planets position random should be smart enough – we don't want to end-up having all planets placed in one corner;
 3. Add animation for stars and planets. Animation should work smoothly. There should be a way to turn it off via button. Maybe we could detect a version of browser that is used and turn off animation for some browser and use only when we are sure it will work;
 4. Maybe add music playback (like in Space Rangers);
 5. When planet is visited and all tasks are complete for the planet – change its state. When planet is blocked (to get there a previous task should be solved) it needs to be greyed out;
 6. Create hover over tooltips for each planet. That could give user an idea of what kind of tasks he is expected to solve on that planet;
2. On planet click ??? (TODO)