1. Create a Game map with stars background and planets in font:
   1. Create planets on a stars background; **Done**
   2. As long as we use static resources for planets and stars we need to decide if we want it to scale or not. If we don’t want application to scale then on HD screens it will look small. If we want it to scale we have 2 options – either use vector resources or create several resource bundles for different resolution and detect resolution on start-up;
   3. 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;
   4. 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;
   5. Maybe add music playback (like in Space Rangers);
   6. 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;
   7. 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)