# Coloris

Brainstorm todo:

* Game screen state machine (main, play single, play multi, options, help, about, highscore) (checked)
* Background panel (inicijalizacija na pocetku, posle se samo na njemu iscrtavaju regioni)
* Modularan Grid (rows, columns, field width/height, collision check,...)
* Dario's input B-| (checked)