Main menu position + size of worm, controller page

Loading logo + text

Weapons

* weapon selection menu, stop movement / attack etc, doble tab, animation change at once
* save animation and change to walk if true, then change back to weapon frame.
* animation change 1 frame with weapon.
* aiming angle
* shot charge + CHECK TAB BEHAVIOR + stop movement
* melee attack , dynamit + mine
* play attack animation
* missile + explotion sprite + rotation
* damage

Teams (no player)

* change turn after hit and damage applied
* Timer- end of the turn save current team player, and set true to next team player

Player:

* movement /jumping / death animation.
* getting damaged knock back.
* health color depending on team.

Map destructible,

* BG images (random?) Water?
* particle weather.

UI team health , wind , timer

Physic go up down, wind, collision, bouncing, gravity,

Win Condition animation of joy and display team name

Sounds

Sprites fix

Code refactor.

**extra**

Barrels, health from sky

Better map construction avoiding dip gups, pixel map creation?

Show current player turn arrow

**Super Extra**

AI player