To Do List

## Done:

* Side on camera ***✓***
* First Person camera ***✓***
* Movement ***✓***
* Destructable Terrain ***✓***
* Menu Screen – Interactive Buttons ***✓***
* Sound library ***✓***
* Better image loader ***✓***
* Perlin noise ***✓***

### In Progress:

* Score System
* Kill Bonus – supply crate drop on death
* Weapon Unlocks – Based on score
* Weapon – Rocket Launchers
* Weapon – Grenades
* Weapon – Guns
* Weapon – Melee
* Game Over – When all worms die
* Draw – When all worms on both teams are dead
* Game Timer – Modifiable in lobby
* Turn Timer – Modifiable in lobby
* Lobby
* Turn Based – switch current player
* Rising Liquid at bottom of screen – unit touches and dies
* Sudden Death
* Weapon Selection – Interactive menu + selection
* Model Loader