To Do List

## Done:

* Side on camera ***✓***
* First Person camera ***✓***
* Movement ***✓***
* Destructible Terrain ***✓***
* Menu Screen – Interactive Buttons ***✓***
* Sound library ***✓***
* Better image loader ***✓***
* Perlin noise ***✓***
* Turn Based – switch current player ***✓***
* Weapon – Rocket Launchers ***✓***
* Game Over – When all Units die ***✓***
* Game Timer ***✓***
* Turn Timer ***✓***
* Draw – When all Units on both teams are dead ***✓***

### In Progress:

* Score System
* Kill Bonus – supply crate drop on death
* Weapon Unlocks – Based on score
* Weapon – Grenades
* Weapon – Guns
* Weapon – Melee
* Lobby
* Rising Liquid at bottom of screen – unit touches and dies
* Sudden Death
* Weapon Selection – Interactive menu + selection
* Model Loader