Level 1:

* A vertical bar;
* Traffic lights;
* Two radial gauges;

Level 2:

* apply inheritance (3 levels – own created code) – \*specialise gauges;
* at least 2 interfaces;

Level 3:

* unit testing – one or more classes;

Level 4:

* Singleton – could be used for values;
* Already studied possible – factory, template, decorator, publish/subscribe, mvc;
* To look at discovered – adapter, builder;

Level 5:

* One or two reusable JavaBean with beainfo and icons;

Level 6:

* Implement threads so that indicators movement is smooth;
* Implement a game, based on the dashboard; players travel distance before fuel/time runs out;