**Intentional Missing Features & Bugs List:**

-MF: grass layer missing

-MF: grass blades random generation not working

-MF: ground hit detection missing

-B: gravity inverted (set to -1)

-B: arrow fires too high above the bow (-200 added)

-B: arrow fires in the reverse horizontal direction (clicking right fires left, clicking left fires right)

Missing Line: this.rotation += (this.vx > 0 ? 0 : -Math.atan(1)\*4 );

-B: board movement missing (set to 0)

-MF: board hit detection missing

Missing Lines:

this.x + this.width / 2 >= target.x &&

this.x + this.width / 2 <= target.x + target.width &&

this.y + this.height / 2 >= target.y &&

this.y + this.height / 2 <= target.y + target.height

-B: dotted line in correct position (set to (10,10) and (200,300) )

-~~rotation feature missing~~

~~-points updating missing (but HUD not missing)~~

~~-arrow counter missing (but HUD not missing)~~