1. Code for dog to go to player if player steps on grass / garden.
2. Animate player.
3. Animate dog running to player
4. Animate dog when near player
5. Animate bin emptying at lorry.
6. Player mass change to be bigger when attached to bin (equal to his mass and bin)
7. Make total mass lighter when bin empty
8. Make binman rotation slower when attached to bin
9. Turn binman to face direction of front of bin when attached
10. Animate binmans hands to hold bin when attached.
11. Create background terrain / town
12. Create posts at the back to make player not able to fall out at the back of houses.
13. Create the first and subsequent scenes.
14. Instantiate cars randomly.
15. Audio for:
    1. Bin rolling
    2. Dog barking
    3. Crash of car to binman (Brakes, shouting and Ambulance)
    4. Lorry idle
    5. Lorry movement
    6. Car movement
    7. Background music
16. Scoreboard
    1. Time to end of frame
    2. Score points
17. Bicycle lanes on 2nd scene onwards
18. Bicycles and Random instantiation
    1. Audio for bicycle
    2. Audio for crashing of bicycle
19. Bidirectional traffic at higher levels?
20. Parked cars?