**Priorities**

# Launching

* Trajectories need to vary a good amount, how can this be done? See-saw needs to be more useful
* Perfect the trajectory

# Movement

* Needs to feel as natural as possible, needs to feel good
* Easy to pick up for newcomers, casual players as well as hardcore
* Needs to be smooth (direction changes specifically)

# Upgrades

* What upgrades are we going to have specifically
* How will the upgrades each work
* When to introduce each upgrade
* How will the upgrade system as a whole work

# Lives/Energy

* Need to finalize how this will work

# Level Design

* Make sure we design levels according to the movement capability we want
  + Level 7 for instance, assumes that the player can only be moved a minimal amount, is this what we want? If so, we need to decide to tweak the movement to be more restricted. If not, we need to redesign levels with this in mind.
* Creating components
  + Each need to be designed to fit well when added to the “grid” of the level
  + Lay out all components that will be used for each level, make sure they fit the difficulty & feel progression from level to level