**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