1. Menu system
   * Profile + display + input/output
   * Profile display on game screen
   * Options
   * Settings + saving/reading
   * Screen Loading
2. Graphics
3. Game
   * Collisions
   * Scoring
   * AI, difficulty
   * Win/Loss
4. Profiles
   * Avatars
   * Name input
   * Win/Loss/Draw recorded on game end
   * Profile card
5. Networking of game