

Categories	Features
Environment	<p>Implemented</p> <p>Low Priority Not Implemented</p> <p>High Priority Not Implemented</p> <ul style="list-style-type: none"> ● Procedural Generation <ul style="list-style-type: none"> ○ Zone by Zone generation ● Asteroids <ul style="list-style-type: none"> ○ Spawn randomly ○ Move in one direction ○ Destroy/Damage on collision
Players	<ul style="list-style-type: none"> ● Player ships <ul style="list-style-type: none"> ○ Ship Models <ul style="list-style-type: none"> ■ 4 ship models ○ Upgradable Stats ● Shoot <ul style="list-style-type: none"> ○ Damage enemies/objects ○ Damage players ● Move <ul style="list-style-type: none"> ○ Acceleration based movement ○ Collision <ul style="list-style-type: none"> ■ With enemies/objects ■ With players ● Aim <ul style="list-style-type: none"> ○ Shoot in direction ○ Ship points in direction
UI	<ul style="list-style-type: none"> ● Login ● Main Menu <ul style="list-style-type: none"> ○ Play <ul style="list-style-type: none"> ■ Host ■ Join ○ Single Player ○ Garage button ○ Options button ○ Exit button ● Options Menu <ul style="list-style-type: none"> ○ Graphics configuration ○ Sound configuration ● Garage/Upgrade Menu

	<ul style="list-style-type: none"> ○ Custom background with ship view ○ Stats list + buttons ○ Upgrades ● Player HUD <ul style="list-style-type: none"> ○ Ship stats ○ Weapons stats ○ Hotbar ○ Radar/minimap ○ Objectives list
Enemies	<ul style="list-style-type: none"> ● AI <ul style="list-style-type: none"> ○ Attack ○ Movement ○ Pathfinding ● Spawn <ul style="list-style-type: none"> ○ Base spawner ● Collisions ● Drop cash/currency
Gameplay	<ul style="list-style-type: none"> ● Multiplayer <ul style="list-style-type: none"> ○ Lobby <ul style="list-style-type: none"> ■ Create/Join ■ Mission select ○ Quickplay ● Missions <ul style="list-style-type: none"> ○ Randomly generated missions ○ Objective based ○ Scaled rewards ● Player Arena ● Bounties ● PvP/Friendly Fire ● Ship level up
Releases	<ul style="list-style-type: none"> ● Windows ● Mac ● Web Browser