**Programming Tasks**

* Graphics
  + Object Modelling
  + Textures
* Controls
  + Multiple inputs
  + Comfortable with gamepad
* UI
  + HUD
  + Cockpit
* Logic
  + Camera (Done by TAI)
  + Gameplay (Can be further subvided)
    - Level generation (DON)
    - Enemies
    - Targets
    - Shooting
* Cardboard support
  + Getting camera to align with cardboard (Done by TAI)

**Project feature goals:**

Lighting 5

Textures 10

Particle System 5

Non Geo Primitives 10

Advanced camera control 10

Own Idea 5