# TODO features in order of development plan

# ERROR and Improvements

## UI:

1. Set the fade in and fade out of the menus to be able to adjust to change in screen size
2. Set up the buttons to goto place holder menus
   1. For Play game
   2. For settings menu
   3. For saved games menu
   4. Set up the pause menu to:
      1. Go to main\_menu
      2. Save game
      3. resume
3. IMPROVEMENT: replace current menu manger system with a simpler coded one. To remove half-fixes (like new game signal being emitted erroneously)

## Player

1. EDGE CASE: the “mower” can get stuck on a node. Where the node is in the middle and the “mower” can not move nor can the block be removed. (seems it is because the collision base used on the “mower” gets stuck.
2. ~~ERROR: when jumping and then coming down it starts a new player (and new level)~~ 
   1. ~~CAUSE: this is the new\_game() function making a new level each time instead of just when the start game button is clicked~~

## Gridmap:

1. ERROR: sometimes the “mower” hits a block and it does not remove block
   1. POSSIBLE CAUSE: something else is also triggering a collision and that is means by which the hit to be ignored

# Clean-Up:

1. ~~Find unnecessary print statements and remove them~~
2. Refractor the code to reduce coupling.
   1. Move access to many data pieces into a super-model-class.