**Basic Gameplay Improvements:**

Better indication of where to click

Highlight valid moves?

Improve Level 1

Menu Screen

Keypad support

Better system for two players

AWSD and keypad instead of passing mouse?

Graphics and animations

New Label after victory

**Developer Stuff:**

Level creator

Save System

Reset

**New Game Features:**

Special Value

Embed maze in toroidal plane (make Pacman sides)

Falling tiles

New types of walls

Icarus

Thread

Ghost/Invisible Creature

Centaur

Weapon

Automating Player 2