**STP To-Do-List**

* ~~Make upgrade purchase info window close automatically after purchase~~
* Add more sounds effects (button presses)
* Add UI animations
* Add “ground”-box (opposite of skybox) and new grass texture
* Make the upgrade tree more logical, balanced, and scrollable
* Rearrange and expand the city, creating a linear path of unlockable areas (delineated by smog)
* Overhaul the monthly report menu
* More visual upgrades
* **~~Save system~~**
* End-game / monthly grade
* Tutorial
* Define smog mechanics