Project #8 Checkoff Checklist
3D Ray-Cast Pong
by Elizabeth Power and Richard Hughes

* Basic paddle movement (x,y)
* Basic puck movement (x,y,z)
* Score/Win/Lose module
* Paddle/Puck interactions
* Ready/Done signal
* Angle of puck bouncing from paddle dependent on X,Y position
* Increasing speed as game continues.
* Shaded Ray-Casting Graphics
* 'Shadows'

if time permits parts:
* Texture Mapping
* Keyboard input
* Mouse input
* 2+ balls
* Paddle inertia