<div align="right">

6.111 Project Checklist
Nathan Monroe, Isaac Evans, Drew Dennison

</div>

Have by 27th

Isaac:
View hands on screen
Drew:
Have CF working
Nathan:
Game logic working

Stretch goal for 27th

Isaac:
Hands Vector Gen

Final goal (minimum project)

All:
Basic setup
Drew:
Cut and fruit disappears
Score, lives, level, with UI
Isaac:
Feedback to see yourself on screen
Nathan:
Game sounds
Game physics with fruits obeying "gravity"

Stretch Goals

Drew:
Start Screen
"Game over" screen
Nathan:
Bombs
Isaac:
Cheat Mode
Fruit Splitting