**Design Doc Features Present In Game:**

* Basic Level
  + Controls of ship (Movement, Bomb, Beam, etc.)
  + SFX - Only for spaceship movement
  + Art
  + Checkpoint/Save States
  + Molecules, H2O
  + HUD
  + Level Win State
  + Obstacles/Damage
* Zone 1
  + Level Selector (Only one level is created, however)
* Max
  + Name
  + Purpose (Inferred)

**Features Not In Game:**

* Background Music
* SFX for aspects besides ship movement
* Upgrade Store
* More Levels
* Zones 2 and 3
* Game Win State
* Mobile Support
* Time Limit to Complete Levels
* Point System
* Log-in Screen
* Accounts
* End-Round Stats
* Molecules, Other
* Max
  + Explicit Purpose
* Other Characters