System Level
- Allows a game to be played
- Renders 3D graphics to a 1024x768 resolution

Ray Tracer (Daniel)
- Pipelined ray tracing unit allows for high-throughput image rendering
- Support for three primitive object types (sphere, box, and plane)
- Support for polygons (if time permits)
- Support for lights of various colors
- Points on objects obscured from a direct path to a light source will be darkened
- Reflectivity (if time permits)

3D Renderer Framework and Game Logic (Ranbel)
- Game accepts user input (from keyboard if time permits)
- Game outputs a series of primitive shapes to renderer
- Game ends when ship crashes into an obstacle or the ground
- Background image will be displayed instead of black pixels when a primary ray does not intersect with any objects
- Double buffer to allow for simultaneous reading and writing of frames. Without this, partially completed images would have to be rendered to the screen.