

# Feature task list

## Asier Ulloa García-Obledo:

- Implement shots (vertical & horizontal)
- Enemy Pathfinding
- New player animations
- Enemy animations
- Checkpoint
- Load and Save (Only for the player, it doesn't work for the enemies yet)

## Aniol López Ortega:

- Adding enemies
- Changing the debug keys
- Enemy behavior
- Implementing new sound effects
- Code polishing
- Bug fixing