Notes to Future Programmers of Our Project:

1. Create more of a storyline to our game, create different levels with clear objectives (based off the Into the Woods plot) of what the user needs to do, with the instructions popping up on the screen when you begin the level.
2. Create moving enemy sprites that wander randomly across the map, and when the player hits one of them they are taken to the battle screen to fight that enemy.
3. Create one big boss per level that the player has to defeat before they can move to the next level. This boss battle will include both the player and the enemy having more health than normal battles and the weapons would do more damage for both the enemy and the player.
4. Create different player sprites, so as the game goes on and the character fights more enemies and wins more and more levels, they will unlock these character sprites and there will be a menu allowing them to change their character whenever they want through the game.
5. Integrate Overlap 2D into the project at least for the menu screens because it looks much better and appealing as well as the fact that it is much simpler code and much shorter.