* This Week:
* Disable one sided enemy
* New exit sprite (door from side view barricaded with furniture)
* All sprites except background textures outlined
* Background Textures only wood (alternatively dark/black background)
* Carpet color: cream color ( B2A94A; 178,169,74)
* Brickwall
* Support beams rework
* Hammerjaeger standing animation
  + Shrink Hammerjaeger from 72 pixel to 64 pixel hight
  + Outline Hammerjaeger
  + Make shoes into more organic form
  + Frames: Hammer resting on shoulder, Hammer overhead, Hammer on ground (with smere frame),
  + Smere frame only when hammer is going down (not up)
  + Fix hammer on ground sprite to prevent hammer from being cut off.
  + Hammer on gound sprite length 80 pixel!
* Implement rhythmic hammer beat sfx
* Synchronize hammer beat to music beat
* Hammerjaeger add walking and hammering animation
  + Frames:
    - Hammer resting on shoulder: contact left
    - Hammer overhead: pass right
    - Hammer on ground: contact right
    - Hammer mid height : pass left
* Enemy sprites – walking animations
  + Healing
  + Shockwave
  + Spawning
* Logo: Hammer head with H letter in a cool shape
  + High res.
  + Low res.
* Should have
* Hammerjaeger climbing animation (no hammering)
* Hammerjaeger falling animation (no hammering)
* Hammerjaeger jumping animation (no hammering)
* Enemy fall animations
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemy smashed sprite (robots into pieces)
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Generator animation
* Spawner new sprites
* Furniture
  + Particle effect, animation, broken state or physics based scraps
* Test enemy with multiple HP
* Win screen
* Game over screen
* Menus
* Level design, try slower movement Hammerjaeger and more puzzle like design
* Try it with fewer but faster enemies
* Nice to have:
* Nice to have: Hammerjaeger intro animation (no hammering)
* Enemy types attack exits barrication extra animation
  + Normal
  + Healing
  + Shockwave
  + Spawning
* Enemies flee from hammerjaeger
* Enemy defeated by jumping on top of it
* Enemy has to be knocked against a wall to be killed