To do

-Merge player controll project with menu project------------------------------

-decide on game name:

-Zombie Blitz

-Graveyard Gunfight

-Zombie Zapper

-Undead Onslaught

-Undead Uprising

-Corpse Carnage

-scrie lui Brumar----------------------------------------

-initiaza git/github

-incepe task tracking pe o platforma.

-adauga enemy spawner

-adauga arma

-Intrebari Raul:

-cat de bine sa stiu ce face fiecare linie de cod

-asseturi de unde sa iau

-sa incep sa folosesc git/github?----------------------------------------

-sa folosesc Jira/alt software project management tool-----------------------

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