**Wooden Double Door needs to open** Barricade needs to come down behind you.

**Enemies need a pathfinding/shooting at player AI** Enemies need to be able to die(loose their hit box, lay dead on the ground.)

**Player needs to be able to shoot** And reload

**Player needs to be able to get hit and loose health**  
 And have a brief invulnerability afterwards with a blinking indication

**The player needs to be able to pick up shells** Shells float towards the player after the room is cleared