**Things to finish**

Missing features(PRIORITY)

* Player
  + Hit boxes
  + Sound effects
  + Health
  + Damage scaling?
* Monster
* Hit boxes
* Dying bug
* Proper tracking of player (When player is on different y-axis?)
* Delete itself from arraylist
* UI
  + Health bar
  + Score
* Menu
  + Background?
  + Quit button
  + Scoreboard button
* Scoreboard
* A Portal/Gate to transport to next stage

Alpha level testing stage

* All missing features
* 3 playable stages
  + First stage (tutorial to show player how to)
    - Jump
    - Slash
    - Move
    - Kill mob
  + Second stage (Mob slaying to unlock next stage)
  + Third stage (Boss)
* Different monster attack variety

Additional features

* Monster drops:
  + Potions
    - Health recovery
    - Damage buff