**Monster spawners:**

* How we are spawning them
* Balancing them
* How do the enemies scale, from both room to room
* Distance from spawn
* Generation time
* We know what level of the dungeon we are on
* Size and placement of things in the room
* Lore rooms
* Moment rooms
* Spawners check for certain room types
* 3 of each room size
* DO THE SPAWNERS SPAWN TRAPS??????????

**Hub room:**

* Put the pieces together

**Implement Tutorial**

* Fully
* Weapon Sprites
* Add Sword additions

**Audio:**

* Boss theme
* Regular theme
* Gunshot theme

**Balancing:**

CALL MACKENZIE!!!!!!!!!!!! 1-800-Please-Help

