Dit moet in de Presentatie

Functionaliteiten klaar :

* Alle Menus
* Level Switch Systeem (Randomizer)
* Weapon System
* Characher Controller
* Interaction
* Enviromental Damage

Functionaliteiten :

* Enemy Scripts
* Enemy AI
* GameManager
* Sound System
* Shop Functionaliteiten
* Tutorial Level
* Animations

Planning Taakverdeling :

Screenshots.