1) Improve collision detection with walls
2) Implement shooting:
        finite number of bullets
        implement reload
        implement collision detection bullet-enemy for all entities
        implement multiple weapons:
                railgun: faster but smallers (smaller "radius"
        of influence), 1 damage point
                rocket launcher: slower but bigger, 5
        damage points
        implement collision detection bullet-wallls
4) Random spawn of players (NOT INSIDE THE WALL)
5) Implement walls of different height (use numbers in the level.txt), implement climbing (to go down: jumping, falling down or blocking)
6) implement first-person view
7) implement multiplayer via networking