TODO: Unreal

- UI resource bar

- UI timer

- In world text

- Background music (persistent, changing by level)

- sound detection

- sprint (speed boost)

- crouch

- animation mix (punch/run)

- animation mix (jump/land + run)

- fight the enemy (?)

- can die/restart

- pick up objects

- throw objects

- shooting (slow projectile)

- shooting (fast moving projectile)

- figure out how to actually BUILD THE PROJECT

- save/load state of game (player location, level selected)

- spawn objects in game

- despawn objects in game