Implementation Order (Needs Updating)

1. MVP
   1. Movement
   2. Shooting
   3. Health/Damage
   4. Basic enemy
      1. Shooting
      2. Movement
   5. No textures
2. MVP+
   1. Basic HUD
   2. Multiple enemy types
   3. Some textures
   4. Dodging
3. Alpha
   1. Two or more rooms with door lock mechanic
   2. Chests and multiple weapons
   3. More textures
   4. Multiple projectile types?
4. Alpha+
   1. Two stage player movement animations
   2. Basic firing animations

Engine proof (Week 5)

Alpha (Week 9)

Final (Week 14)