**Task to put on Jira**

1. Player movement (left right)
2. Jumping mechanic.
3. Simple test dummy enemy.
4. Simple platform to test things on.
5. Menu
6. Health system
7. Melee attack on player.
8. Create whole world for player to explore
9. Base class for enemies. (factory pattern)
10. Basic dialogue (story)
11. Player animations
12. Enemy animations
13. Player upgrades
14. Enemy1 (short range enemy)
15. Enemy2 (long range enemy)
16. Enemy3 ( fast enemy for dark areas (vampire))
17. Enemy4 (jump scare enemy)
18. Healing pickups
19. Exp system for leveling up player.
20. Perma death system (reset when player dead)
21. Set up camera lerp for dungeon rooms such as (caves,)
22. Make hud for the game(hp, level + xp(bar))