For tomorrow:

* make player move with forces, not transform.position
* enemies follow (use nav-mesh)
* placeholder buffs (viewable in pause menu)
* enemies drop coins (particle effect, number of particles is relative to coins dropped with max cap)
* make proper melee combat

For later:

* spawn chest after defeating every enemy in room, gives coins, and maybe hp
* room types: empty, enemies, bonus (coins, health, buffs or equipment)
* abilities
* boss
* procedural level generation
* multiple weapons
* finishing a floor grants a choice between 3 buffs
* walls that lock when entering new enemy room
* pause menu with buffs list
* main menu
* quit button
* retry button on pause, lose and win screen
* buff awarded every 2 floors

Done:

* ~~circle under player (highlights player position)~~
* ~~remove stamina~~
* ~~when player is hit, gets knockback and temporary invincibility~~
* ~~enemies flicker when hit~~
* ~~health~~
* ~~UI (coins, kills, hp, armour)~~