Credits:

Enemy models:

* <https://skfb.ly/oQ7WM>

screen images

* <https://www.freepik.com/free-vector/futuristic-holographic-infographic-element-collection_4798373.htm>
* <https://www.freepik.com/free-vector/futuristic-hologram-infographic-element-collection_4755265.htm>
* <https://www.freepik.com/free-vector/technology-infographic-concept_7292003.htm#from_view=detail_alsolike>

plans for I3E:

* Altars that work – done?
  + Get enemy to spawn 🡪working
  + Enemy damage🡪working,
  + navigation, idle?
* Healing, buff items🡪auto regen health, no buffs cos gun
* Terrain damage
  + Lava, thorns etc
* Usable enemies
  + Use skeleton for now
  + If possible get mages
* Get guns to work
  + Idk youtube 🡪 shooting and damage works, fire rate left
* Swords? 🡪 no
* Get UI to work
  + Pause screen to stop time, movement
  + Workable settings (audio, sens,)
  + Death screen
  + Exit to main menu, restart, etc
* Other things that need work
  + Elevator settings-- done
  + Crystal engines
  + Warning screens – red warning transition to blue
  + End scene/takeoff