Cave Escape Milestone 2

Task 1: Player Object:

* John 100 pts:
  + Added controls and player movement 20 pts
  + Created Rect and collision 20 pts
  + Added attack controls and collision 20 pts
  + Added Collision with walls 20 pts
  + Added falling collision and logic 20 pts

Task 2: Entity Objects:

* John 100 pts:
  + Created 2 objects bug and bat 20 pts
  + Added random movement 20 pts
  + Added attack viewing rects and attack logic 20 pts
  + Added collision with player rect 20 pts
  + Added attack rect for bat 20 pts

Task 3: Wall Objects:

* John 100 pts:
  + Created wall, shooting trap, door, button and breakable wall objects 50 pts
  + Added all the collision and logic for the wall objects 50 pts

Task 4: Room Objects:

* John 100 pts:
  + Designed rooms 0-27 25 pts
  + Created room objects for 0-27 25 pts
  + Implemented all the designs for each room 10 pts
  + Attached all the rooms and doors to their respective rooms and doors 10 pts
  + Set up all the spawn points for each door 10 pts
  + Created reset logic for each room 10 pts
  + Added a way to view hitboxes 10 pts

Task 4: Main and screen Object:

* John 100 pts:
  + Set up main
  + Created a screen object and scaler
  + Created the necessary logic for a game loop and ways to tell what room you are in