"Sprint 5"

Note: *We decided to try out kanban for this week; this document is more like a meeting protocol and less like a sprint planning. We extensively used the issue tracker on GitHub throughout the week, please see https://github.com/Jokab/Bullet-Inferno/issues for a list of all our issues, many of which were created and resolved during the week.*

Duration: 14/10 - 18/10

🟥 = Not yet started

🟨 = Not yet completed

🟩 = Completed

Issues
- Loading screen
    - Graphics
- Loadout screen
    - Single click for weapon choices to appear. Weapon should never disappear.
    - Background
    - Weapon graphics
- Ingame
    - Colliding with ground removes all health (decided not to "fix" this)
    - Can't go outside screen
    - Can't spawn boss at segments where the player can't move, such as:
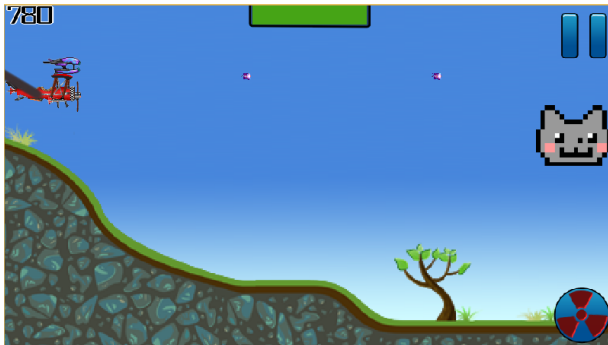
    - Boss graphics
    - Special ability button signals availability
    - Special projectile rain can't collide with mountains
    - When ship is dragged quickly enough, the player can be in the mountain
    - Boss doesn't always appear
- Code
    - Enemy code - Look through protected variables and .super() in methods

- General for application
  - Icon for application
- Rendering order loadout and ship; Loadout view and ship view should be connected