IDEATION PLAN

I want to make it like the type of game, when the player will be in the middle of the screen, while other surrounding will move around them instead. The player will fight with the enemies, it probably is just a shooting game but very low and minimum illustration, the flashlight to see around the map.

What should I prepare:
- WASD for the object around the player.
- Randomness in the environment appears.
- Based on the example we have in class, I think I will need a radius to make it turns around for the flashlight.
- Collide for both player, enemies and the candies.
- Point systems
- Game over condition
- Pvector for position, velocity, speed, size