Plan:

* Finalise the game idea
* Download the latest version of John’s code
* Comment all the code/ understand his code
* Create initial assets for the game
* Replace the assets of the game with the new assets
* Adjust the movements of the main character
* Add a second player to the game
* Create movement controls for the second character
* Add bullets for each of the characters
* Add collision detection for each of the characters
  + Add collision detection for if the characters hit the walls of the world
  + Add collision detection for if the characters hit another character
* Add a destruction image to the first player
* Add a destruction image to the second player
* Create a win state
* Change the background music
* Change the menus for the game
* Change the sounds for the guns