Geo: Last Stand(short game)

# Log

## 2021-05-22

Started to work

Make gdd

Prototype player with placeholders

Scena principal

Orbital(multipropurse object to show lives of player)

Initialized git

## 2021-05-23

Work in Generation of blocks

* Create object bullet
* Generate in top
* No Collition

## 2021-05-29

Added particles to player.

## 2021-05-30

Working in drag control.:

* Enabled emulation per mouse
* Work movement.
* Word boundaries made for

Until here is a interesting demo made a github backup and clone the proyect to made a demo(drag and rigidbodies)

## Thing to do:

Implement Demoe Drag and rigidbodies