**Enemy**

Finish assigning all the room boxes to each other

Add limit to the search function so they only search every 15 seconds or so

**Graphics**

* Rotate bullet, player sprites
* Add separate enemy sprite
* Fix dead enemy sprite
* Do menu background in after effects
* Do logos and options in after effects

**Hit Detection**

* Finish Walls (elevator)

**Gameplay**

* Add level time
* Menu
* More guns(lol)
* Sounds
  + Tile Song – Paris – Moon
* Add ammo counter
* ~~Make enemies spawn in random rooms~~

Official Bug List:

* Enemy starts shooting through all at bottom right corner of carbon room (possibly not included in room assign and is set to outside?)
* ~~Enemy2 momentarily teleports across the map before starting to follow their path finding sequence~~
* ~~After shooting at a player the x and y coordinates for where the bullet was will still kill the player~~
* ~~If player is at x=1559 their bullet goes through the wall on the right~~
* ~~Enemy 1 sometimes doesn’t search for played - Fixed( if either the x or y vals of the goal and start were the same it would not run)~~
* Enemy has seizure on right side of purple room , appears not to be location based, enemies were seizing at multiple places on map after their search routine – it appears they are entering the corners of the rooms deemed as ‘outside’