**Enemy**

* If the player is in view for more than x milliseconds, shoot at them
* Animate enemy to the player’s last location if they can’t see the player anymore
* Commence AI search
* Add more enemies
* When a shot is fired, all enemies move to the approx. location it was fired from

**Graphics**

* Rotate bullet, player sprites
* Add separate enemy sprite
* Fix dead enemy sprite

**Hit Detection**

* Finish Walls

**Gameplay**

* Add level time?
* Menu
* More guns(lol)
* Sounds

(Enemy.x=1442+20),(Enemy.y=399)