**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
* ~~Path finding~~
* ~~Commence AI search~~
* Add more enemies
* When a shot is fired, all enemies move to the approx. location it was fired from
* Build Room boxes for player detection
  + Add intersection boxes that can see both directions
* Build reset pathfinding proc
* When shooting turn to face player

**Graphics**

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

**Hit Detection**

* Finish Walls (elevator)

**Gameplay**

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

Enemy Logic:

* If the player is seen wait .5 seconds then shoot
* If vision of the player is lost before or after the .5 second is up, move to the player’s last location

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?)