**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~~
* Implement shooting animations
* Add enemy fly-back animation when shot
* Make blood blue
* Change background color

**Hit Detection**

* ~~Finish Walls (elevator)~~

**Gameplay**

* Add level time
* Add get-out promt
* ~~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?)
* Bullets are transparent
* Deal with bullets that go off-screen
* Stop bullet speed reduction on screen
* ~~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’~~
* ~~The value of the path points of the enemy will alternate and run out of space in the array, there may be a problem with parent values~~
* ~~May need to create a new array for each enemy is the parent values start duping~~
* Error with fScore having no value(enemy4,enemy2,enemy1)