

Added Doomed Soul

Added Hell Keeper

Added double jump (double press space)

Added dodge (shift + w/a/s/d)

Added Beholder

Added 2 levels

Added main menu

Removed 2 levels

Made a new level 1 with textures

Adjusted gun range, fire rate, damage, max ammo, reload time

Adjusted enemy speed, rotation speed and acceleration.

Adjusted dodge cooldown time.

Added a delay for the actual damaging of the player to match the animations.