**The Names**: Mihir Sane aka Lil Phil

**Brief Description**: My project will have the player in the middle with a gun and will have ghosts coming from both sides to attack the player. The Player will be able to move using A for left, D for right, and W to jump. To shoot, the player will simply need to press the Spacebar. The ghosts will need to be shot twice to die and every time a ghost collides with the player, a tenth of the health bar will disappear.

**Learning**: I will need to learn a lot more about entities in games and how to get them to work and do what you want them to do. Examples of this are making them move and making them take damage to the player.

**Minimum Viable Product**: Have a game where a person runs around and dodges ghosts coming at them. The ghosts go THROUGH the player and immediately kill the player on contact.

**Stretch Goals**: Have a weapon upgrade to increase shooting speed, character animations, and a med kit to revive health completely, and a main menu screen to choose character skin as well at map location (Haunted house, graveyard, dark forest…etc.).

**Division of Labor**: I do everything.