Completed (Roughly):
- Player movement
- Player shooting/melee
- Melee enemy
- Ranged enemy
- Basic AI
- Main menu
- Sound system (Placeholder sounds)
- Level 1

Behind:
- More levels
- Time pressure / Enemy that destroys environment behind the player

Gameplay Loop:
- Spawn in, complete platforming challenges while avoiding or killing enemies, reach the end of the level

GitHub: https://github.com/MistakesWereMaed/GameDevelopmentProject