* Player’s Actions
  + Ensure that the player colliding with an enemy causes a game over
  + Ensure that the player colliding with an enemy’s projectile causes a game over
  + Ensure that the player moves if and only if a WASD key is pressed
  + Ensure that the player cannot leave the boundaries of the play area
  + Ensure that the player spawns a projectile if and only if the left mouse button is clicked and there is not already a player projectile in the game world
* Enemy’s Actions
  + Ensure that the enemy fires periodically if it is not an octopus
  + Ensure that the enemy is destroyed when it collides with a player projectile
  + Ensure that a destroyed enemy no longer shoots, flies, damages the player, or does literally anything.
  + Ensure that an enemy that reaches y 0 flies directly toward the player and will always reach the player
* Player’s Projectile
  + Ensure that the projectile despawns past the altitude limit
  + Ensure that a projectile hitting a barrier damages the barrier
* Enemy’s Projectile
  + Ensure that the projectile despawns at y=0
  + Ensure that the projectile hitting a barrier damages the barrier
* Barrier
  + Ensure that the barrier texture changes to match its health
  + Ensure that the barrier is destroyed at 0 health
  + Ensure that the barrier protects both players and enemies from projectiles
* Wave Controller
  + Ensure that waves spawn enemies and barriers
  + Test what happens when enemies and barriers spawn at the absolute limits they are allowed to
  + Ensure that a new wave starts and old barriers are cleared when there are no enemies left