Meeting: 5/9/2015

Features to be implemented for Cycle 2:

* Enemies with two different methods of movement (game ticks?)
* Enemies can kill our hero
* Hero can kill enemies—weapon invoked by pressing space, recharge time

Features required to implement the above:

* Game ticks: DONE
* Point counter
* Enemy AI: Kinda
* Figure out GitHub or some alternative way to easily work separately on the project: Kinda
* Die/Kill Methods
* Respawn villain method