Pixel Paper - 200 x 200
Graph Paper for Screen Coordinates

GODOT

Game   Root/tree node
          ─ character body 2d
  ┌ Player
  │   ┌ graphics geometry 2D
  │   ├ Collider
  │
  └ ─ Enemy   ✳ (ctrl s) Save everytime

                    ✳ Download shape asset
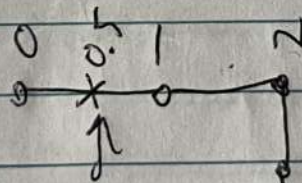

Enemy   ✳ spawn path just sets path

Instantiate

Assign random Pos on spawn path

Get player Pos

Call enemy.initialize() method

Add enemy to main node


```
      4                 N
 0    0.  1
 ↗───╳───○──────┐
      ↑              │
      ○              ○
```

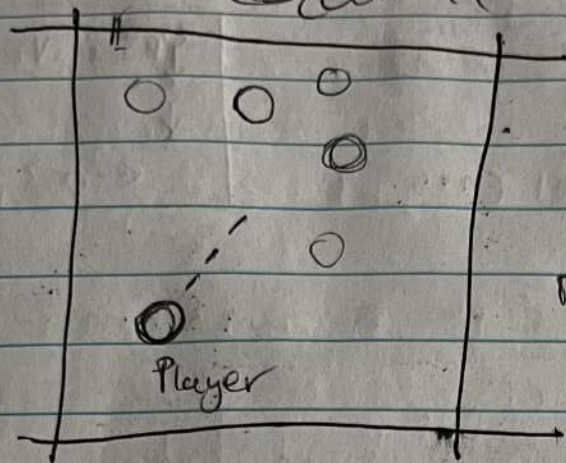Make enemy die [use collision signal] If collision signal is detected
                                              5 times

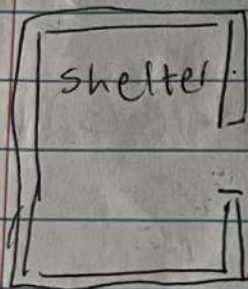If enemy collision signal node set off 5 times despawn
                                                         enemy

Game   zombie apocalypse

Player

random
power up

shelter

Player move through Input
Random enemies spawn and all come towards you
Random power up (+2$) spawn at random position

Make enemies move towards players
Make bullet go where clicked
      sets off
bullet passes enemy coll signal node
Add more walls or obstacles
Maybe enemies can shoot back