**Journey of the Prairie King Clone**

Overall Goal:

Make a clone of the Stardew Valley minigame “*Journey of the Prairie King*”

Rough Plan:

* Character
  + Omni directional movement
  + Shoot bullets
  + 3 lives
  + Loses 1 life when collides with enemy
* Enemies
  + Have no weapons
  + Deal damage by colliding with player
  + Randomly drops items
* Items
  + Shotgun
    - Shoots three bullets instead of one
  + Extra life
    - Adds one life

Sub-Goals:

(In order)

1. Omni-directional movement
2. Shooting
3. Enemy AI
4. Damage/Health
5. Items
6. Enemy drops items