**TODO**

* Code Player Movement (Done)
* Code Main Weapon (Done)
* Create Player Sprite (Done)
* Create Main Weapon Sprite (Done)
* Create Basic Enemy Sprite (Done)
* Code Basic Enemy Navigation and Health (Done)
* Create Player Menu (Done)
* Code Player Knockback (Done)
* Code Enemy Knockback (Done)
* Change Enemies into Area2D Nodes (TODO)
* Make Beginning Level (TODO)
* Create Interactable Menu (TODO)
* Code Guardian Attunement and Functions (TODO)
* Create Scene for spells and attunement functions (TODO)
* Create Second Basic Enemy Sprite (TODO)