Things to implement in game, in order of priority:

1. Fix camera to have larger graphics than pixel, adjust physics/knockback/sizes to new camera size
2. Implement 8-directional movement
3. Enemies see through walls
4. Bullet bunnies fire and aggro sounds
5. Enemy bullets slower, more distinct color
6. Inventory system
7. NPC interaction and dialogue
8. Health bar system
9. Enemies give up after a certain distance away
10. **Gun fire rate (adjustable per weapon), limited bullets, reload**
11. **Player animations**
12. Sword goes through walls (mostly done, with bugs)
13. **Dodging action**
14. **Burrowing action**
15. Player death animation
16. Wait a bit after death before death screen
17. New weapon type
18. Switching between weapons
19. Clean up bullet and carrot seed spawn into child objects
20. Carrot seeds avoid each other at spawn, gravitate toward player
21. Enemies interact with each other

KNOWN BUGS:

* Occasionally, when the player runs straight towards an enemy and stops just as they collide, the player will move infinitely with the knockback velocity
  + Current workaround: move the player again, and if that doesn’t work, run into an enemy and reset the knockback
* Occasionally the sword can attack through walls; this doesn’t seem to be connected to location of the mouse, and may be caused by a combination of player velocity and the mouse position
* Half hearts are squished in width for some reason
* Sword occasionally doesn’t collide, possibly due to raycasting in order to detect walls