**Backlog**

* Animations
  + Main character
  + Enemies
  + Antihero
  + Lighting?
* Scenery
  + More personal items
  + Photos that tell a story
  + Remnants from the survivor that suggest how they’ve been living
* Code
  + Level construction
  + Code a boss battle
* Stretch goals
  + Boss Battle
  + Cute animal turned Violent
* Sounds
  + Environmental sounds
  + Enemy sounds