Test

Mechanic	Working	Bug(-s)	Remark(-s)
Player			
Moving Character with cursor	Yes	B017	Character seems to have to much inertia
HP bar for Player	Yes	/	/
Schizo Bar	Yes	/	Will need further development, limited for the moment
Aim with cursor	Yes	B013 B018	/
Combat			
1 enemy that moves	Yes	B014	Would be great to have a specific sprite for the enemy
Player and enemy can attack and damage each other	Yes	/	/
Levels			
Hardcoded Room #1	Yes	B016 B016_1	A few bugs in the first rooms
Hardcoded Room #2	Yes	B012 B015	A few bugs in the first rooms
Procedural Generation	Not Implemented	/	/

Other Mechanics			
Mechanic	**Working**	**Bug(-s)**	**Remark(-s)**
/	/	/	/