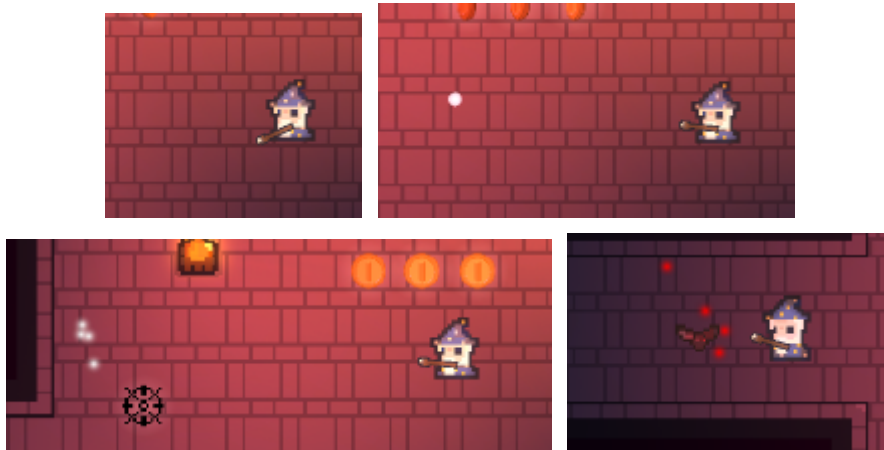


## Objective Indefinite Sprint 2:

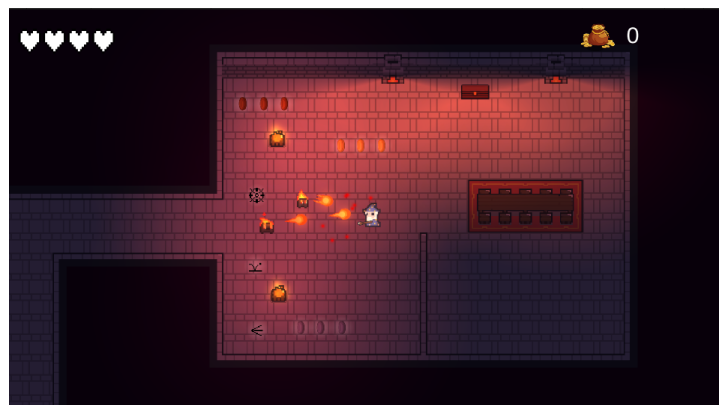
1. add shooting using prefabs - DONE
  - Get the mouse position relative to the player in order to calculate the shooting direction
  - When the shoot action is triggered create a bullet object and give it velocity in order to shoot it
  - Add a timer between shots ( if you keep the mouse pressed it will shoot at a time lapse )
  - Add collision check to the bullet. On a hit you could destroy the bullet



2. add health bar for player - DONE



3. add assets - DONE
- dungeon tiles
4. add walls - DONE
5. more realistic lighting - DONE
6. shooting enemy - DONE
- fire elemental



**7. add gun modifiers ½**

- **Multiple shots modifier - DONE**
- **Homing shots modifier - DONE**
- **Bouncing shots modifier - DONE**

+ **documentation for enemies and modifiers ( you can find this in wiki on Github )**