

Objective Sprint 4:

- 1. Death screen**
- 2. Start screen**
- 3. Create levels**
- 4. Random item drops - Create a random item spawner (like a chest). Some items can have higher drop rates.**
- 5. Shop room - Room with items / power-ups that can be bought with coins**
- 6. Skeleton enemy that respawns**
- 7. Add item descriptions - When the player picks up an item, a message should appear on the screen with the item's name and effect**
- 8. Create levels**
- 9. Make enemies to drop coins**