

## **Goals - Sprint 5**

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