

### **Objective Indefinite Sprint 3:**

1. 2 gun modifiers
  - Charge shot (on mouse hold) modifier with size and multiple shots -  
**DONE**
2. Add assets
  - This could include a tilemap, animation, textures, character sprites, etc  
**DONE**
3. Chest with animation **DONE**
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