

Objective Sprint 2:

1. add shooting using prefabs
 - 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
 - Add collision check to the bullet. On a hit you could destroy the bullet
2. add health bar for player
3. add assets
4. add walls
5. add gun modifiers ½
6. more realistic lighting
7. shooting enemy