Objective Sprint 3:

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