Programming Plan

Make a prototype of the player:

Question: How fun the core mechanics are?

* **Teleporting**
* **Shooting at targets**
* **Targets will spawn in different places dinamically**
* **Targets will move and spawn in different places**
* **Platforms will move**

Read drive files to keep adding steps

https://drive.google.com/drive/folders/0BxEiYrSnB7tgTHN6Vk04Sm9QUkE