Square grid for generation- 10x10

Pathfinding- connect adjacent centers

Version 0.0.0.1

Make 1 10x10 map

Enter/Exit doors

Regen hp on enter

Tile object- position, traversable

UI- hp, rooms completed

Make enemy- attack, navigate to, moveto, ismoving, position, health, decrease health, stopmoving

Interface for enemy- subtype of boss, melee

Pass agent, player, map to 1 decision tree

Path planning- dstarlite c++ dll

Make player- mouse to aim, wasd to move, mouse-click shoot (position)(health)

Bullet object- create new sprite, speed, destroy on contact, decrement hp if hits enemy