To Do List

- Rewrite animation system to be cleaner

Same timer and texture index

Walking   Damage   Death   Dead
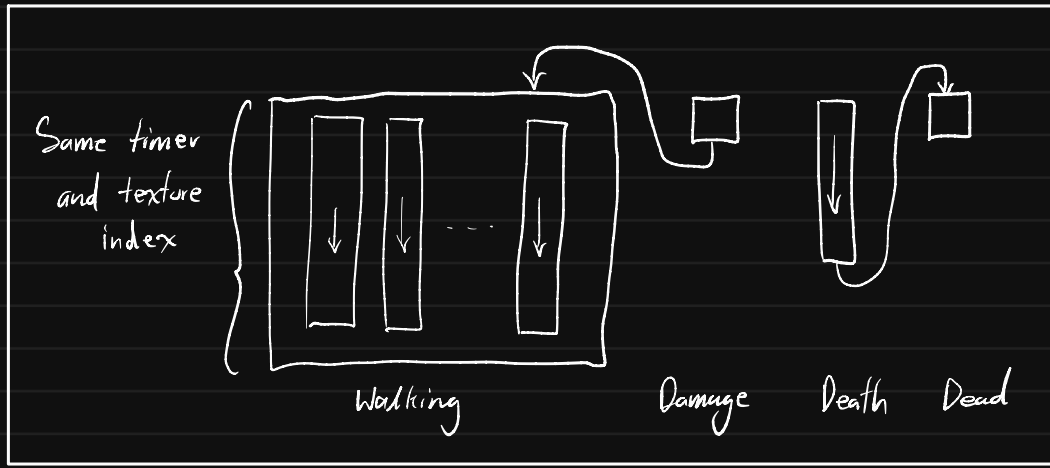
· Loopback

· Shared timer and texture index for group of reels

· No redundant store of Vec<Texture Handle>. Instead store Reel Handle to single vec in Assets (like for textures). (wasteful)

- Store references/handles to enemies within tiles, alongside sprites (for sending bullet hit/damage to correct enemy)

- Shooting through doors, tiles with dead enemies, doesn't work

- Single bullet damage instead of continous damage

- Limit on firing range

- Time module for normalized game time, fps-independant.

- DDA module for tile hit (abstract away all the raycursor initialization etc.)
   For: opening doors, weapon shooting/enemy collision