Here's the list of futures implemented:

- Added medkit actor on scene (small glowing cube). It's activated after collision with player if player has less than 100hp and gradually heals player and then destroyed.

- Added medkit sound

- Added automatic deletion of collision area on enemy's death. Previously after his death the enemy continued to deal damage until he was destroyed.

- Added enemy death sound.

- Added explosion when killing an enemy.

- Added gradual disappearance of enemy corpse.

- Added sounds of taking damage. The sounds are played every time the enemy takes damage, but stop when the player dies.

- Added an increase in the number of opponents over time.

- Added main menu

- Added a defeat screen