

Project Changes

- Bosses Removed
- Items Removed
- Character customization removed
- Upgrades Removed
- Combined Spikes and Bottomless Pits
- Save points changed to saved upon entering new room
- Dungeon is now ever ending maze (No exit)
- Added Melee in addition to Shoot
- Added varying enemy size (And scaling damage & health based on size)
- Made terrains, enemies, and player circles to have collisions interact more smoothly