Sprint Schedule

1. Setup initial Scenes and basic navigation between them
2. Start developing Player Class, Inventory Class, and PlayerStats Class
3. Work on Character Scene, displaying PlayerStats values
4. Work on Inventory Scene
5. Work on Clerk Class
6. Work on Store Scene
7. Setup basic Combat Scene
8. Work on WeaponControl, ShieldControl, HealthControl, and RepairControl
9. Work on Enemy Class and Icon Class
10. Work on EnemySpawner and IconSpawner