Sprint Schedule

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