FLATWORM:

WEEK 1 OBJECTIVES:

-Flatworm objects & logic
       -Using either mouse for movement or keys
       -Names

-Basic Game loop
       -Take input
       -Call attack/block methods

WEEK 2 OBJECTIVES:

-Refactoring

-Graphical User Interface AKA the Video part of the Video Game

-Game loop
       -Start
       -Enter Name
       -Combat
       -Repeat

-List of names/surnames

WEEK 3 OBJECTIVES:

-Art assets

-Manual Test Plan

NEW:
       -Refactoring
       -Properly repeat game loop (Rematch)
       -Randomize first names by parsing through file with names
       -Add a button to start with random names

WEEK 4 OBJECTIVES:

-Music
-Title Screen (quotes from encyclopedias)
-Add recovery frames/start up frames to attacks

NEW:
  -Refactoring
  -Properly implement Rematch
  -Something new: Health bars/Recovery Frames+Start Up