Known Bugs:

* Enemy “AI” needs to be fixed, LOS to narrow
* Fix enemy hit boxes, sometimes too hard to hit
* Fix floor mesh to allow for smoother walking
* Remove the sound from telekinesis that is currently in place

Future Updates:

* Add movement for bosses
* Add more powers
* More levels
* Different types of puzzles
* New Enemies
* Better UI
* Finish the Story
* Add better animations for enemies
* Lifting enemies with telekensis?
* Make impacts more “satisfying”
  + Explosions? Sounds?