IMPORTANT: EVERYTHING EVENT BASED!

Game manager with game states (take in account the time between gamestates) //bart

Paddle input handling //josse

Ball stick to paddle at start of game //josse

Fix unity collisions (when angle between ball and wall is small still just bounce off)

Make rods go up and down

Make rods spawn enemy

Make enemy base with element type

Make enemy killable

Make counters that keep track of enemy’s killed per type

Make counters that keep track of rod hits

Make game quit after x amount of time (where x = time in seconds set by heim server)

Make make powerups spawn when (talk to creatives when this happens…)

Make list of powerups we want to keep