* 3 Teams, 2-3 people each
  + Player (Movement, combat, health, etc.)/HUD/QoL changes
    - Dash
    - Accuracy
    - UI Damage amount
    - bars/UI changes for shield, health
  + Enemies/AI/pathfinding
    - Dodge
    - Pathfinding
    - UI Health bars
  + World/Procedural Generation/Enemy Spawning?
    - Boss Battles?
      * Do they guard the exit to get to the next level?
* Each team should have a general idea of what the other teams are doing (more daily scrums)
* Powerup- touch it and you receive the ability
  + Armor
  + Health Pots
  + MORE
* Stretch goal: Items
  + Definition of items- item that can be picked up and/or stored
    - MORE