**Main**

* Movement (If mouse and player look in the same direction run forward animation

**Base**

UI (portal bar, pause menu, shop, dialog images)

Music, engine , crash, etc. sound effects

**Extra**

Player Charged shot need UI are simple attacks consume energy?

hit Stan lock 0.5 sec.

Boss Charged attack + model. Is boss attack portal initially.

**Final**

Video + VFX

PowerPoint

**Light/Shinma**

Textures + death animation for en2

Text for dialog box , loading screen and cutscenes, start of the game , meet blinky. Light

**SUPER EXTRA**

~~Enemy / Player Collisions~~