**Tanks game planning:**

MVP:

[ ] - Open field (no obstacles)

[ ] - Create a player

[ ] - Player can move all directions and shoot from page down to up direction

[ ] - Enemy constantly moving and changing direction when hits the wall

[ ] - Player wins if enemy is shot down

[ ] - Player looses if enemy reaches the eagle at the bottom center of the page

Further improvements:

[ ] - Player and enemy tank changing facing direction together with change in moving direction

[ ] - Enemy shoots every random ms

[ ] - Have more than 1 enemy

[ ] - Add blocks as obstacles in the field

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