Collisions

Camera

Walls

COMMIT 25 = ATTACK FINISHED (health goes down like 10000 an attack tho)

Moving movbing speed Is higher on diag

Attack has no stopping in between each attack so infinite attacks

Graphis plater runs on the spot

Enemies spawning spawns in outside of map, only spawns in on the screen width x screen height but should spawn in through out map, they can spawn on eachother

Enemies do 1 damage

BUT if 2 does 1 damage at same time health could go into negatives so I have this for edge cases

if self.health <= 0:

self.health = 0

enemies kb was messed up in file in which I first added kb

even # of enemies = cancelled out kb and also it was just fucked as direction of which kb went was crazy

2nd kb version used vectors but u could get knocked through walls by the enemies