THROWMAN

Main level

* Top down
* Throws random shit
  + Sword
  + Pickaxe
  + Dagger
  + Shield
  + Etc…

Weapons

* Different effects
  + CC
  + AOE
  + Straight line
  + Single target

Player Object

* WSAD controls
* Start with 1 hp up to 5
  + Invincible for 2-3 seconds after hit
* Atk range: about half viewport screen
  + Upgradable
* Skills
  + Dodge/Dash
  + Charge throw (maybe)

**ALPHA**

**Matthew**

* Enemy movement
* Health
* Enemy Collision
* Obstacle collision (optional)
* Death sequence
* At least 1 weapon ability (axe)

**Trystan**

* Make enemy
* Health bar
* Axe and dagger
* Animations (optional)