Project Plan: Momento Mori ad Infinitum

# 02/01/2024:

* Project Plan
* Get everyone on track with Unity
* Update Trello Kanban Board

# 02/08/2024:

* Test Room
* Player Movement
* Enemy Spawning/Despawning
* Rudimentary first panel for opening sequence

# 02/15/2024:

* Room Bounds
* Platform Logic
* Basic Forward attack/Enemy damage
* Basic Enemy Movement
* Polish opening sequence

# 02/22/2024:

* Enemy spawns
* Room state logic
* Fine Tune Player Movement
* Enemy attack (Generic)
* Start Menu

# 02/29/2024:

* Single Room Generation
* Up/Down/air attack
* Boss enemy ideation/Prefab
* Pause Menu

# 03/07/2024:

* Door mechanics
* Test/fine tune attack feelings
* Boss enemy movement
* Player UI elements (inventory/health)

# 03/15/2024:

* Connecting rooms
* Player Damage/Health System
* Boss attack
* Go around and help finish systems that are incomplete

# 03/22/2024:

* Design/Test rooms for Demo
* Test player actions for demo
* Test Boss/enemy for demo
* Test UI and opening title for demo

# 05/07/2024: