TODO	IN PROGRES	TESTING	DONE
Implement the proper physics			Implement the proper physics
Have a Start Menu			Yuxuan
Wave Progression Bar			
Fireable weapons			Fireable weapons
Changing Weapons			
Pause Games			Pause Games
Wave Difficulty			Wave Difficulty
Protagonist Class			Protagonist Class
Enenmy Class			Enenmy Class
Move Methods			Move Methods
Defendable Castle			Defendable Castle
Collision Accountabillity			Collision Accountabillity
Main Game			Main Game
Two Game Modes			Two Game Modes
Add Game Audio			
Deaths			Deaths
GUI seamlessness			Done
Movement on GUI			Yuxuan
Buttons for Story Mode,, Exit, Endless Mode			Yuxuan
HP Bars that Change			HP Bars that Change
Enemies Drop Weapons			Enemies Drop Weapons
Different Travel Patterns of Enemies			Different Travel Patterns of Enemies
Slightly Varying Background GUI as game Progresses			
Ending Graphics for Beating Game			
Credits to Authors / Creators			Credits to Authors / Creators
Different Attack Rates and Damage			Different Attack Rates and Damage
Potential Animation for Dead Enemies(Sizzle and a Pop)			
Using key presses to Move the Player			Done
Ability to Change the Appearance??			done
Win Screen			Win Screen
			Lose Screen
Edge Conditions			Edge Conditions