1. What were you working on? What are you planning to work on this week? Any problems? Any difficulties?

(2.) Create a class within Player class called PlayerStats. Put stats like HP, MP ,etc in here.

3. Separate Player from Enemy?

4. Check and PUSH changes from branches

5. Decide what needs to be done

6. Assign tasks to people.

Plan:

- Game Master object: Kill player/enemies. Control the whole flow of the game. ---Edwin

- Main Menu and Game Over screens (UI). ---Maninder

- Environment, Special/Interactive environment.

- Advanced enemy behavior (shooting, attack patterns, etc.)

- Party System?

- Abilities: Square, Circle, Line, Pentagon, (Environment: Triangle, Cross, Cloud, Hexagon, Donut) (Shooting/Area: Lightning)

Main party: Square, Circle, and Triangle

Secondary party: every other shape