Alpha Update Document

# Overview

This document discusses the changes and additions made to Titanium between the initial pitch and the alpha presentation.

This period was primarily spent designing and developing the core game functionality, in order to pave the way for further content creation, finessing of gameplay, and polish.

# Tasks Completed

During the alpha period, the following functionalities were addressed and completed:

* Game design completed
* Game schedule and distribution of tasks completed
* Scenes developed
* Entities developed
* Improved input system developed
* Arena Scene framework completed
  + 3D rendering implemented
  + Arena generation completed
  + Basic enemies implemented
  + Level transitions implemented
  + Tile-based movement completed
* Battle Scene framework completed
  + Battle logic implemented
  + Battle menus implemented
  + Player party and enemies implemented
  + Simple minigames implemented
    - Combo minigame
    - Mashing minigame
  + Enemy information loading implemented
  + Battle completion implemented
* Basic modeling and texturing completed
* Basic menu implemented
* Sprite animation started

# Tasks Not Completed

We decided to leave the scoring system until after the alpha, as we felt that we would not have enough time to properly implement it in a meaningful way.