Beta Update Document

# Overview

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

This period was primarily spent building and enhancing battle mechanics, enhancing the arena, creating art assets, UI design, and saving functionality.

# Tasks Completed

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

* Scene transition effect and art
* Player party battle art completed
  + 3 characters
  + Idle frames
  + Run animations
  + Hurt frames
* Arena obstacles completed
  + Projectiles
  + Spikes
* Arena items completed
  + Potion
  + Mystery Box
* Proper battle generation from arena
* Persistent party stats throughout game
* Additional battle minigames
  + Rotation
  + Finesse
  + Rhythm
* Fixes and improvements to battle flow
* Battle character movement
* Battle character death
* Proper game failure state
* Testing template completed
* 2D animations implemented
* Enemy art completed
  + 3 Enemies
  + Idle animations
  + Move animations
  + Hurt frames
* Proper arena models
* Proper arena textures
* Arena vertex and pixel shader
* Proper arena lighting
* Battle scene base art
* Menu art
* UI cleanup and enhancements
* Improvement arena enemy generation logic
* Game saving and loading
* High scores saving, loading, and displaying
* Proper font implementation
* General testing

# Tasks Not Completed

We were unable to achieve our goal of fully implementing sound and music. We were also unable to implement a story and dialogue into the game during this period.