Beta notes

Things of interest:

* Game balance is still very off. Handgun does more damage than anything else just because it is the most common drop. Grenades become a liability because of pushing enemies around rather than useful attack as enemy HP increases and grenade stuck at 35 damage.
* Weapon feedback improved but could use more in the presentation to make them feel powerful
* Large black enemies shoot over player head
* Enemy Ai and aiming leave circle strafing to be an overly viable strategy to play the game
* There is a lot more work that could be done for the presentation of the game
* Eventually pushed out of the world by large enemies
* major

Beta Sprint Goals:

* All assets are in their final, non-placeholder form (Models, animations, sprites, particles, sounds, music…)
  + There are a lot of ways the assets could be improved in the game with many of the aspects is semi placeholder state still (tilling and overlapping textures on walls,
* Final game progress (All levels, challenges, modes…)
  + This is something that could use some significant changes to it still. There is a wave system and they do scale up but the balancing of the waves and the AI get out of a comfortable playable balance quickly.
* All target platforms functioning (PC installer, web player or android device)
  + Some huge framerate stuttering when new enemies spawn causing player to go a bit out of control for a moment