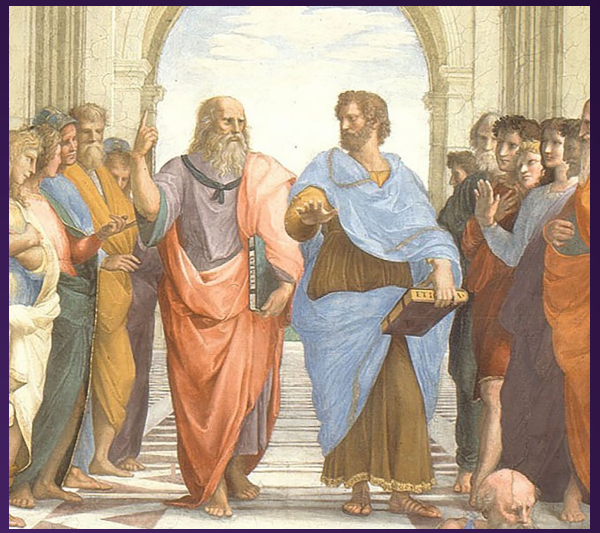
RetroGa

By: CTRL-ALT-ELITE

Team Meeting

- Go back and add all the missing items
- Add features if we have time
- Work on polishing what we do have
- Try to refactor hardcoded stuff (did not happen)



New background

- Dynamic background
- Consistent style guide and font
- Green start button for clear design principal

Working currency

- Working currency that drops randomly upon death of an enemy
- Unlock industry defining skins

FPS testing

- FPS tester using playwright
- Usually stayed around 60

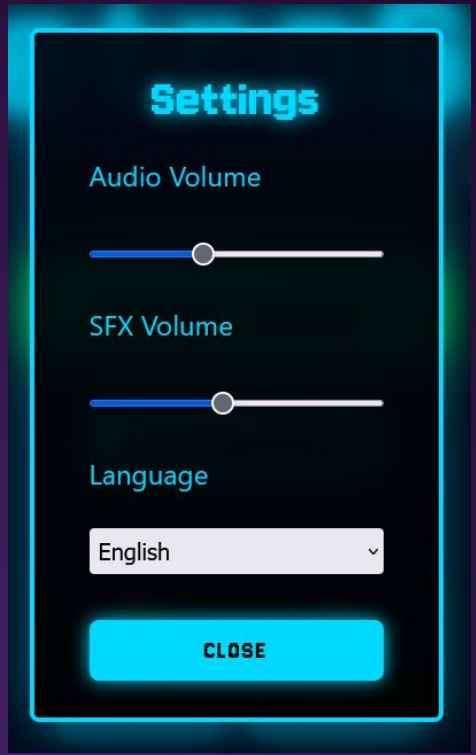
```
Game loaded - measuring FPS for 5 seconds...
FPS samples: 61, 60, 60, 60, 60
Lowest: 60 FPS | Average: 60 FPS
PASS: FPS stayed at 60+
```

Language Fix

- Language wasn't translating across pages
- Kept going back to default selector of English

Audio Fix

- Audio was only mutable on the game page
- Fixed so that any page can change it and is carrying over the audio level correctly from page to page

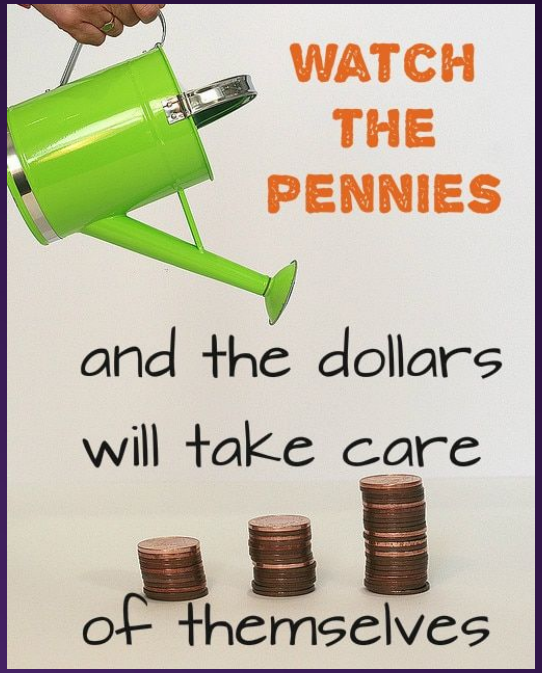


Leaderboard

- Place to store all the amazing scores of the players in each different difficulties

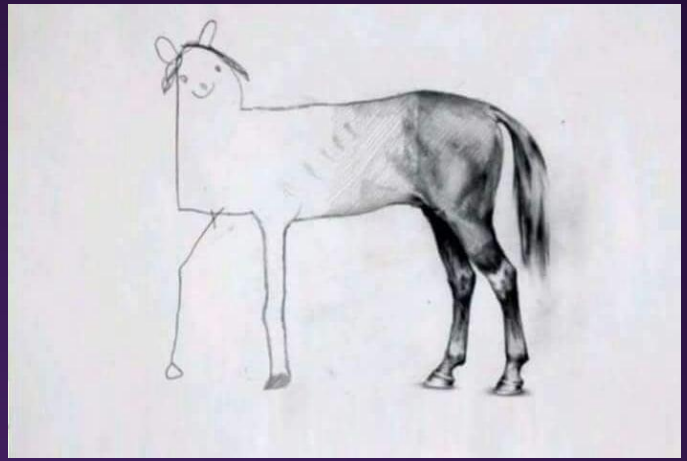
Ensure documentation is up to snuff

- Updated and clean readme
- Npm run docs, for seamless addition of new generated documentation



What we would change

- Better repo organization
- Stop hard coding
- Basically redo the whole core of the game



Questions?