

TECH PLAN

1-1: Level Generation System (Damien | D:3)

1-2: Win Screen (Kacy | D:1)

1-3: Lose Screen (Kacy | D:1)

1-4: Implement Enemy Spawners (1 Type) (Sarah | D:2)

1-5: Graphical UI Display (Damien | D:2)

TOTAL: Damien(5) Sarah(2) Kacy(2) Andrei(0)

2-1: Implement Basic Weapon Spreads (Andrei | D:1)

2-2: Implement Pickups System (Damien | D:2)

2-3: High Score Statistics Tracking (TBD [AM or SJ] | D:2)

TOTAL: Damien(7) Sarah(2) Andrei(1) Kacy(2)

3-1: Implement High Score Menu (Damien | D:1)

3-3: Implement File IO System (Sarah | D:3)

3-3: Implement Pause Menu (Andrei | D:2)

3-4: Implement Spawn Second Enemy Type (Sarah | D:1)

TOTAL: Damien(8) Sarah(6) Andrei(3) Kacy(2)

4-1: Implement Real-Time Updating Weapons (At least 1) (Andrei | D:3)

4-2: Implement Difficulty Setting (Damien | D:2)

3-4: Implement Spawn Third Enemy Type (Sarah | D:1)

TOTAL: Damien(10) Sarah(7) Andrei(6) Kacy(2)

