




TASKS ACHIEVED	TASKS UNACHIEVED
Discuss and Establish Enemy waves	Create Jelly Fish
Add health component for enemies	Create Shrimp
Add enemy turrets that aim and shoot at the player	
Add kill switch with hit points that trigger the door	
Animate the door opening after being triggered	
Make rocks for level	

### ISSUES/ BUGS/ DISTRACTIONS

ISSUE	MITIGATION
Projectile rotation	Use 3D object
Personal issues	Cover each other's work

### FEATURES IMPLEMENTED

Control Scheme
Shoot Speed Buff
Movement Speed Buff
Turret that locks on player and shoots
Switch to be destroyed that opens door
Door that opens after Switch is destroyed (animated)
Enemy health

### FIXES

Adjusted camera screen size from 5 to 7.5
Adjusted boundaries for player, enemies and projectiles

<b>VERSION NUMBER</b>	1
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