TO DO:

Android App

Base UI

Score Shown on screen

Randomly Generated / Scaling levels

Set number of “points” per level pulled from list of enemy ships

Enemies

Drop money when dead

Money falls down consistantly

Upgrades

UI to handle buying upgrades

Spread Shot

Missiles – AOE

Screen Cleaning Bomb

Bosses

(Randomly Generated)

Base health, image, random abilities and traits

Divvy Up The Work!

Justin:

Enemy Ships

Drop Money When Dead

Caelan:

Weapons / Upgrades

Mike:

Random Level Generation