Your Name

Milestone 2 29/10/2020

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New Functionality

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< A list of additional functionality in this release aimed at the user e.g. "Control of the player craft via the XBox controller".>

Code Additions

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< A list of major additions e.g. classes, functions >

World class has been added with Render, update and initialise functions

Player projectiles are now kept in a vector so multiple can eb fired at once

Main.cpp has now been cleared and the main components that were part of it are now in the world class

Tests

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< A list of tests you have done to prove the milestone requirements have been met e.g. a stress test may be done where you try extreme values for things. e.g. render 1,000 sprites all at the same time.>

Multiple enemies have been spawned at various positions

The player moves and can fire bullets

Notes

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<short notes on things left to do, issues and observations about possible future changes etc.>