Task	Previously	Oct. 17 Monday	Oct. 18 Tuesday	Oct. 19 Wednesday	Oct. 20 Thursday	Oct. 21 Friday	Oct. 22 Saturday	Oct. 23 Sunday	Oct. 24 Monday	Oct. 25 Tuesday	Oct. 26 Wednesday	Oct. 27 Thursday	Oct. 28 Friday	Oct. 29 Saturday	Oct. 30 Sunday	Oct. 31 Monday	Nov. 1 Tuesday
Sprint 1		Sprint 1															
Planning phase		Everyone															
Learn the Basics of Unity		Everyone															
Randomized Map Generation		Matt															
Enemy spawing		Matt															
Tiles light up and pop up when you hover over them		Matt															
Player controls for Player-controlled Tower			Alex														
Add UI elements(no functionality yet)			Matt														
Projectiles class		David															
Day/Night cycle lighting		Thomas															
AI tower class			Nick														
Sprint 2									Sprint 2								
Ability to change camera position									Alex								
AI tower searches for enemies									Nick and Matt								
Placement of AI towers									Thomas								
Sprint 3														Sprint 3			
Create shooting controls for player tower using projectiles														Alex			
Add different types of towers														Nick			
Add some support for stat modifiers														Thomas			
Cleanup														Everyone			
Documentation														Everyone			