Things to do:

* Movment try and fix (consider adding an edge one pixel because of hat shape of player).
* add another enemy.
* Update game\_controller to pulse hit between enemies and blast. This pulse should connect back to the enemies block to kill them, and to the score block to add score.
* Sound:
  + Add main menu music
  + Bug #1 – upon hitting download key to start the program, music always plays until enter key pressed. When hitting resetN it does not happen.
  + Problem #1 – when player dies it only plays the player\_hit sound and not the game\_lost sound.
* 2 player Mode:
  + Fix controls screen to display correct controls when mode\_sel == 1; (consider using a filter module used in the metadata called “TwoPlayerMetaDataFilter”.
  + Decide on Blue Player’s spawn point to be opposite of Red Player.
* Discuss gameplay-wise design: where to place walls, enemies, power-ups, objectives, using layout\_sel[3..0] signal we can:
  + Select power ups
  + Select enemies
  + Select door and idol

Together:

* Meet on the 19/10 (Sunday evening) to complete prep for last report.
* Complete project report, create a PowerPoint presentation.
* Themes:
  + Indiana’s Jones
    - Indestructible walls - stone walls
    - Destructible walls – wooden boxes
    - Bomb – dynamite stick
    - Enemy – rock boulders
    - Player - cowboy
    - Background – cave dungeon
    - Winning item – find the golden idol