**Beta Variances**

**Design Doc Expected for Beta**

* Balancing of the game will be complete
* All character designs will be finalized and implemented
* GUI system is implemented
* Facebook integration will be tracking basic information and posting to an external database
* Debugging and user testing will be a main focus of the beta phase

**Current Beta**

* Adjustments have been made to balance game
  + Boost towers now increment damage and health instead of multiply
  + Boost towers were over powering when cost was low. Cost changed to 50.
* Character designs for minions/towers are finalized and implemented
* Main Menu GUI system is implemented
* Tower/Minion GUI implemented
* Facebook login, logout, screenshot and invite friends has been integrated into the main menu
* Attack towers cost displayed
* Spawn number displayed
* Main Menu has been setup
* Win/lose notifications

**Expected for Gold**

* HUD redesigned (remove energy from HUD, replace with cash, move pause/share to cash spot) and implemented
  + Energy was not implemented. After testing we concluded that energy did not add to the experience and became an unnecessary task to give the user during the game
* Pause Menu GUI system redesigned and implemented
* Facebook Login, Logout and share app within Main Menu
* Facebook screenshare within gameplay
* Cost display for each minion/tower
* Implement GUI prices
* Feature that doesn't allow cash to be gained until both players spawn minions. - Active state on Gem background Owned
* Center "Practice" and "Customize" on Main Menu
* Click sound effect
* Create Space Background "buying card"
* Make all assets 1080p
* Obtuse Moose Splash before main menu
* Custom explosion animation
* Animation when cash is gained from killing minion (use gem logo). - Graphics for tutorial
* Restart menu or option once someone wins
* Remove energy from HUD, replace with cash, move pause/share to cash spot
* Get rid of swirls on logos
* Change backgrounds to maps
* Pulsing play button
* Change customize to only available when the "customize pack" is purchased. This unlocks everything

**Main Menu Instructions**

* Practice
  + Has not been implemented
* Customization
  + Backgrounds
    - Tap to purchase your backgrounds for your maps
    - Has not been implemented into game
  + Menu Styles
    - Tap to purchase your styles for your maps
  + Minions/Towers
    - Tap to purchase your minions/towers for your maps
    - Has not been implemented into game
* Play Button
  + Tap to play game