Milestone 3 Progress report-

Task 1: Slime
Tyler
- Clipped all slime sprite sheets for needed states
- Added slime walking animations
- Added differing damage depending on spell and slime types
- Added a small slime class that spawns two once you kill a slime

Task 2: Bats
Tyler
- Clipped all bat sprite sheets for needed states
- Added bat flying animations

Task 3: Boss
Tyler
- Clipped sprite sheets for walking, attacking, and death animations
- Added class and damage, health, etc.

Simon
- Scaled boss to appear large and intimidating to player

Task 5: Waves
Simon
- Added class wave functionality

Task 6: Insight shop
Simon
- Coded a shop where players can spend their insight in between rounds for various upgrades
- Implemented error checking so insight cannot go below 0 and cost of upgrade is relative to amount of insight

Task 7: GameLoop
Tyler
- Fixed health bar drawing for all enemies, allowing health bars to be dynamically sized

Simon
- Added insight shop UI and buttons
- Added boss spawning after a certain amount of waves

- Added damage checking and death to all new entities
- Scaled all entities to be the same scale

Task 8: Player
Simon
- Added player damage depending on enemy collision
- Added player enhancements based on insight shop purchases

Task 9:
Tyler
- Balanced all spells with new damage values