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Which classes, scripts, and functionalities do you have ready for the semester-end project at the moment?

* Game Manager
  + Can load game
* Level Generator
  + Basics done (It can load, can generate different backgrounds)
* Enemy AI/Movement
  + Done
* Player Movement
  + Done
* Weapon functionality
  + Done
* Camera Movement

What other classes, scripts, and functionalities do you plan to add after the spring break?

* Main Menu function is made but no UI
* Enemy Functionality is not made (ranger cannot shoot)
* Organize scripts into namespacing
* Levels don’t have borders
* Main Menu UI isn’t there yet
* Upgrades
  + Could upgrade firing speed and/or damage
* Gather art assets for rest of game
* Add animations for ranger enemy