Objectives for Wednesday 8/20/2014

Corey Massey, Kelsey St. Clair, Kurt Reed

Group:

* Level 1 is complete

Corey:

* Create level structure
  + Make enemy clusters
  + Make mid-boss fight
  + Make end level boss fight
* Create random items on the ground (obstacles) that hurt or slow the player.
* Make player weapons how we want them in game.
  + Weapon upgrades
  + Weapon firing method

Kelsey:

* Implement variety of sprites
  + Enemies
  + Bullets
* Give one second invincibility to the player after player is hit.
* Set up points system for player to gain points through killing enemies or destroying objects.

Kurt:

* Create powerups that spawn on the ground
  + Healing
  + Laser Recharging
* Player can purchase upgrades at the end of the level with points accrued