Team Name: Dinosaur Lazers, Go!

Corey Massey, Kelsey St. Clair, Kurtis Reed

Objectives for Wednesday 8/27/2014

Group: Polish gameplay and heighten user experience

Corey:

Implement sounds

Create enemy AI

* Different enemies have different behaviors
* Enemy bullets have different behaviors

Kelsey:

Create different playable characters

Create animations

* Player sprites and enemies
* Explosions and effects
* Varying backgrounds

Kurt:

Game states

* Start screen
* Transitions between game states (black screens)
* Character selection screen
* Game over
* Start of new level