Objectives for Wednesday 9/10/2014

Group: Continue to polish game content

Corey Massey:

Fix health bars and have health for enemies

Create sound when player is hit by enemy.

Get playtests for feedback.

Kelsey St Clair:

Change difficulty for multiplayer

Fix animation in some sprites.

Finishing some enemy sprites previously started.

Kurt Reed:

Fix death issues.

Fix menu options to restart the game.

Fix player life bar being empty after reviving.

Fix being able to select back in lobby menu.