Objectives for Wednesday  9/3/2014

Group: Continue to polish game content

Corey Massey:

Fix collisions so they are the size of the player

Add music to the levels

Layering of cloud and tree levels

Kelsey St Clair:

Implement more AI for bosses

Creation of other art aspects

* Spikes
* Marshes
* Trees

Animation continued

* Enemy sprites and bosses

Kurt Reed:

Gamepad support

2 Player availability on the same machine

Pause screen

* Resume
* Quit