Cycle 0-1 Progress Report

HAH (Haley, Alexa, Hanna)

1. Made a game window with a score and life counter.
2. Made a level editor to make our levels and to allow users to create their own.
3. Wrote UML and user stories.
4. Levels load from files.
5. Our hero can move and pick up emeralds for points.
6. Can switch between levels with U and D.
7. Plan to make the game themed with sprites and music, but we are using colored squares until then.
8. Next we need to implement the two kinds of monsters, along with their movement, killing the hero, and killing the monsters.