**Bug Tracks**

GUI bugs (Braydon):

* Hot key bugs (fixed)
* Mouse positions (fixed)

Enemy bugs (Ethan):

* Spawn outside screen (fixed)
* Spawn times (fixed)
* Tiny enemies spawn when MassiveEnemy.isDead = true; (fixed)
* Particles on killAll (discarded)
* Enemies sometimes stuck in borders (reduced)
* Bullet collisions with Massive enemies (fixed)

Player bugs (Daniel):

* Key binds stuck (fixed)
* Thrust particles (discarded)

SFX (Jeremy):

* Repeating sfx (fixed)
* Broken sfx files (fixed)
* Thrust sfx (discarded)

States bugs (Braydon):

* Pause menu state changed game state (fixed)
* Wrong state changes (fixed)
* Multiplayer State broken (discarded)
* Difficulties (discarded)

Shop bugs (Daniel):

* Fire rate (fixed)

**MILESTONES**

Day 1: Set game basis:

* Main mechanics
* Player
* Movement

Day 2:

* Enemies
* GUI

Day 3:

* Intersects/collisions
* Bullets
* Game states

Day 4:

* Shop
* Bug fixes
* Made game states clickable

Day 5:

* Fixed bugs
* Updated shop
* Updated game states