Milestone 3

**Features**

* Fundamentals of the game where shown to the TA, that included skill tree progression and enemy attack and defend.
* For aspects of the project that were not completed a clear description was given to how it was to be achieved
  + Not completed items
    - Visual aspects
      * Background
      * Character models
    - A way to deploy game as a web application
      * Hadn’t set it up, but was going to use CMS to upload file along with any supporting code
* The fundamentals of our code worked, like the battle system and skill progression all that was needed to be added was visuals and other features to make it more presentable

**Issues**

* Issues were that we had a lot of ideas that we wanted to add to the game, but we fear we might not have the time or skillset needed to implement them before they are due

**Notes from TA**

* To use outside resources to help in understanding topics that we were not familiar with, we are using Unity to develop the game
* Offered using WebGUI as a way to complete the game and also fulfil the requirement to have out application be web accessible
* If we had any question about the topic, we would be able to ask him for any insight