**Goals 1**

**For this game, you will survive waves of enemies. Building defenses out of gathered resources. There will be a day-night cycle. During the day the player will be able to safely collect resources and at each night the next wave will attack. The game will end when the player is dead.**

**Goals:**

* **Finalize character - Vincent**
  + **Movement (rotation mainly)**
  + **Resource collection (inventory)**
  + **Animations**
  + **Damage (enemies and objects)**
* **Enemies - Connor**
  + **Spawning**
  + **Character Damage**
  + **Health**
* **If all else is completed, do structures**

**GitHub:** [**https://github.com/cdegeorge/GameDev**](https://github.com/cdegeorge/GameDev)