**Goals 2**

**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:**

* **Resource Collection - Connor**
  + **Player can pick up rocks and sticks**
  + **Player inventory system**
  + **Fix spawning position of resource piles**
* **Turrets - Vincent**
  + **Models**
  + **Animations**
  + **Shooting**
  + **Damage**
  + **Placement (Maybe)**
  + **Crafting (Maybe)**
* **Enemy Wave Manager - Connor**
  + **Challenge increases as player survives**
  + **Harder each night**

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