**Goals 3**

**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:**

* **UI - Connor**
  + **Menu Screen**
  + **Pause Screen**
  + **Game Over Screen**
  + **Health UI**
  + **Night Count**
* **Game Clean Up - Vincent**
  + **Fix turrets not doing damage to enemies**
  + **Fix spawning position of resource piles**
  + **Slow day/night Cycle**
  + **Tidy up code**
  + **Fix any remaining bugs**

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