**Revised 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.**

**Achieved Goals:**

* **Create a scene (Iteration 1)**
  + **Terrain**
  + **Obstacles**
  + **Resources**
* **Add player, animation, movement, ability to damage (Iteration 1)**
  + **NPC help?**
* **Finalize Character (Iteration 2)**
  + **Movement**
  + **Animations (Mostly done)**
  + **Damage**
* **Enemies (Iteration 2)**
  + **Spawning**
  + **Character Damage**
  + **Health**

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