|  |  |  |
| --- | --- | --- |
| Date | Description | Photo |
| 03/10 | Prototype scene,  Including simple tower and enemy spawning. |  |
| 10/10 | Camera controls implemented,  Basic defender prefab created |  |
| 17/10 | Basic ui implemented  Ability to purchase towers partially implemented |  |
| 31/10 | Can have multiple windows in scene  Window frame model |  |