LA Tech Demons / Team #5

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List of completed tasks

* Graphics more complete
* Prayers implemented
* Building generator made
* Boss textured and animated
* More items and tiles
* Pausing
* Bosses do special damage to player

List of future tasks (that we hope to complete in the immediate future)

* Make more buildings
* Save and load game
* Tiles for levels 3 and 4
* Title screens
* Artwork
* Music

Issues

* We need more art assets for everything. Buttons, title screens, items, prayers, etc.
* Engine work has been great. It’s been everything around it that’s been slow. There is a lot of stuff to do in a very short amount of time.

Attendance Sheet

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| |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | 3/21/2016 | 3/23/2016 | 4/4/2016 | 4/19/2016 | | Nick Harrington | P | P | P | P | | Will Solito | P | P | P | P | | Sarah Ball | P | P | P | P | | Charles Pickett | P | P | P | P | | Christopher Rodriguez | P | P | P | P | | Chris Sanders | P | P | P | P | |  |  |  |  |  | | Present |  |  |  |  | | Absent |  |  |  |  | | Absent w/ excuse |  |  |  |  | |  |  |  |  |  |
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GUI is completely implemented in code, but it need art improvements to it.s