

March 12, 2018

Colorado School of Mines
1500 Illinois Street
Golden, CO 80401

Dear Professor Baldwin,

We here at team November game development hope to find you well.

For this phase the team has spent time storing the high score value for use in each map's leaderboard, designing new sprites for the base entities within the game, adding functionality for tower construction, and adding a display for key game values. Animation has been added to the new sprites designed for the game entities and the key game values being displayed include: the player's gold, the current score, and the high score. With this model of the game in place, the basic gameplay and graphics of the game has been implemented. Additionally this model of the game will allow the team to implement invalid build zones to rooms allowing us to control where towers can be placed in the future to align with new map designs.

Enclosed with this letter is one deliverable. The current working model of the game with improved graphics, a persistent high score, and the ability to construct towers.

Sincerely,

Ethan Meeks
Charlie McConnell

Enclosures: 1