

March 23, 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 focused their efforts on implementing a basic user interface for the game as well as further improving the visual design of the game. The user interface will be designed to allow the player to effectively: start a new game after receiving a game over, view the leaderboard for the map, and pause the game during gameplay using the “escape” key. With this user interface in place, players will now be able to experience the basic gameplay of Insect War Force 7 without having to close the game every time they want to restart. For the next deliverable the team plans modifying the enemy’s pathing to align with new map layouts and implement an upgrade mechanic to the towers so that gameplay becomes more compelling.

Enclosed with this letter is one deliverable. The current working model of the game with a functioning user interface and further graphical improvements.

Sincerely,

Ethan Meeks
Charlie McConnell

Enclosures: 1