

February 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.

These past weeks we have spent time creating the base functionality of our tower defense game. This functionality included: the tower and enemy interactions (towers fire bullets at enemies to damage them), enemy movement towards a goal object, enemy spawning, and player gold accumulation. Using this basic functionality the team has setup a basic working model of a single game level. The enemies spawn and progress towards the goal and two preset towers fire at them preventing them from damaging the player. This is the absolute bare bone functionality of the game and in the coming weeks it will be expanded on to create the game of our dreams.

Enclosed with this letter is one deliverable. The current working model of the game's basic functionality that was previously described.

Sincerely,

Ethan Meeks  
Charlie McConnell

Enclosures: 1