Meeshaan Shah

Jose Sires Campos

CPSC 244

5/10/15

**Project 2 Breakdown – Think Outside the Box (working title)**

Team: Pumping Lemmas

Meeshaan

* Implementations of an additional level and Boss Level.
* Implemented delayed re-spawn.
* Implemented better visualizations for wall spikes on levels that needed it.
* Updated ground material based on play test feedback.

Jose

* Implementation of 3 additional levels that incorporated ramps.
* Implementation of main menu and pause menu.
* Fixed wall spikes issues.

Meeshaan and Jose

* Implementation of checkpoint system on levels that needed it.
* Updated progression for levels.
* Updated speed of enemies based on play test feedback.