Planning Documentation

This document explains our current changes we have made during our implementation phase of our game

- User and points using Database Changes:
  - According to our previous plans we never necessarily thought about how to store the movement of the users, but further into the project in order for a player to spawn back to their position after resuming the game we must store their last location in a database.
  - Adds entities to the original ER diagram in Sprint 1
- Running the game (Executable):
  - Because our data for the game is using a flask-based API our game will need to be run in a virtual environment (much like homework 2 for this class). However, we will create a run file in order to make it easy for people to easily open and close the game without the extra steps of always creating a new .venv
- Conveyor belt changes
  - There was a question to whether conveyor belts would be corporeal, or incorporeal in the proposal. We decided to make them incorporeal
- Tower Defense
  - Overall, designing the game using conventional game design strategies proved to be impossible due to Java Scripts single threaded nature.
  - We had to completely restart development midway. The new design controls each and every frame, allowing for much more fine grain control.
  - While we ended up with slightly less progress than we had hoped for. The new design is much more intuitive and adding “spice” to the game is incredibly easy. Essentially, the rest of the development of tower defense should be very, very easy to take care off.