

Progress:

- the game is not done yet.
- but Fry got animations working, and they're cute

What we need still (due next **Wednesday March 2nd** for the user testing swap):

- shooting - Fry
- randomly load elements for procedural level generation, also make levels challenging (order of platform assets) - Joe
- extra background art on the sides of each level (2400x600), health bar art, death animation (face plant) - Sarah
- scoring system - Zach
- help screen (press esc to stop game clock and display text file) - Cory
- integrate AI into demo - Patrick
- reset button to restart current part of level - assigned to no one as of now. whoever has time after their primary parts are done