Project Milestone 3:

Completed Features:
- UI/UX:
  - A functional menu was created that can start the game, go to the settings page, and exit the program. The settings and entering the game are set up, but will become fully functional once they are integrated into the rest of the game, which should happen in the coming days. The menu works by first displaying itself with three buttons titled "Play," "Settings," and "Quit". Quit simply exits the program and Play pulls up the game screen. The Settings button hides the Main Menu and shows the Settings Menu. The Settings Menu has a slider for the volume and a button to set controls.
  - In addition to the menu, research has been made into creation of sprites and other art assets. Going forward, the menu will be integrated, the front end of the website shall be created, and all the art assets will be made as well.
- Networking:
  - Implemented code for the player networking (real-time syncing player movements/attacks/animations between the two players host pc's). Used the Photon service with Unity for a cloud server that both hosts now connect and share data between. We plan to work on account creation/login/tracking after integrated to the networking now.

Issues During Demo:
- The networking worked for the demo but one potential problem is that the Photon network is not the fastest and has a bit of delay that would poorly affect the gameplay. It might make sense to switch to a better system later on if we can find one.