

TOWERCRAFT

“Mine. Build. Defend. Repeat.”



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Acknowledgment

We would just like to reference media, art and code we have used for the academic purpose of this course. In terms of media, we used music from Valve's Portal 2 Game, in terms of art we use the StarCraft 2 HUD by Sunn(Artist), we used a google mountain picture for the back ground and a Minecraft picture for the menu screen.

In terms of code, we have to google some optimization code, while most of it is ours we used some functions from XNA wiki for randomization. The particle effect code is not ours either it comes from Aaron Reed.

Executive summary

Towercraft is game set on a distant planet, where a lone scout drone is preparing for the arrival of the colonists and must defend the base until then. Towercraft challenges the player to spend resources carefully for defense or offense purpose in a fast paced environment. Built on the success of previous games of this style, we hope to attract more players with the new gameplay style that we offer in Towercraft.

Overview

An advanced scout for a colonizing project lands on a planet, ready to create a new base for a ship filled with colonists arriving in five days. However, the robot scout finds that the planet is infested by monsters! Now he and his friends must mine and create defenses till the colonist ship arrives to help.

Towercraft is a tower defense game where the player assumes control of the colonies robots, building towers and collecting resources. For five days, the player will be attacked by an onslaught of enemy monsters, all bent on the destruction of the resource gatherers ravaging their homes. The player must decide what towers to make to best complete his defences, all the while trying to buy more gatherers to stay alive. As the days go on, the attacks will become more fierce, requiring quick reaction from the player to survive.

Mechanics

1. Resource collection
2. Tower building
3. Maintain a healthy number of gatherers to stay alive
4. Strategic Placement

Related Games

1. *Starcraft* economy gameplay look (Workers gathering minerals)
2. *Plants VS Zombies* playing field (enemies coming in linearly tiles)

Related Games

Title	Publisher or Developer	Genre/Platform	Year
1. Starcraft	Blizzard Entertainment	RTS	1998

Starcraft is related to our game due to its similar economy style gathering. Similar to StarCraft our game has a fixed amount of gatherers at start. The resource art style is based on the same type of mineral StarCraft uses in it's game.

We think that building a game with homage to StarCraft could attract and build a certain groups of player to our game. Making in familiar to millions of player is a good marketing strategy. We tried to keep it StarCraft reference only to smaller gameplay such as the resource gathering and the HUD just to attract players.

In terms, of setting we will be building on the same type of futuristic setting but just because it fits our game story. We hope that doesn't look too much like Blizzard's game and gamers will see that TowerCraft has it's own era.



2. Plants VS Zombie	PopCap Games	Tower Defense	2009
<i>Title</i>	<i>Publisher or Developer</i>	<i>Genre/Platform</i>	<i>Year</i>

Our game is similar to Plants VS Zombies in the way the game has a field dedicated to defending against the zombies. Our game has have a large field, where the player can place down towers to defend against the oncoming horde. Strategic placement of certain towers will be better to help defend the places base.

Instead of having the enemies touch the house like in Plants VS Zombies we will have the resource gatherers as our game life. The player will have to decide whether he wants to use his scarce resource to get more gatherers and increase is potential resources and his life or to defend his gatherers by purchasing towers.



Player Composites

John Smith, 24, student in University with part-time work. John is a student with many small breaks, but little time for long games. He enjoys casual games such as Bejeweled or Peggle. He mainly buys his own games, off the web stores on xBox Live or Steam for his PC. He normally spends 20 to 30 minutes per gaming session, but has many of them spread out during his day, between classes or at home during his breaks. Due to his erratic game schedule, he usually plays alone when he does. He enjoys the burst of fun he can have from a game the instant he starts, and not the long stories that come with most games he has tried. Having a part-time job and university to pay for, John has a strict budget where he can pay for games under 15 dollars several times a month. His time is managed between school and work, so he finds himself small amounts of time with nothing to do where he can play the games he enjoys.

World

The world the players is brought one is in the distant future. For humans to approach a new planet, they must first send in an automated ship to set up and construct a main base before their arrival. The automated ship constructs a colony for the humans to live in, and basic function.

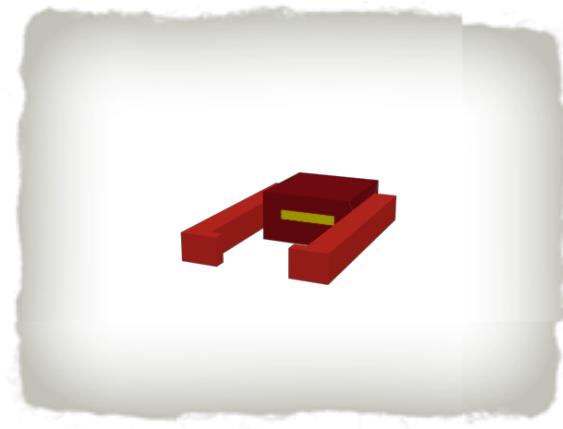
However, it has happened where colonies have been under attack by alien creatures. Because of this, robots have been designed to be able to create defensive structures in case of emergency. These defenses are the only capability the robots have before the arrival of humans to the planet.

Characters

Characters in Towercraft are not as clear cut as in most games. Within Towercraft, the main characters are not named, but actually factions of entities on different sides. The protagonists of the story is the colony and its robots that the player assumes control. Motivated to defend their home from the onslaught of enemy monsters, the robots use whatever resources they can find to create defenses. Built by humans and sent ahead of time to the planet, these robots are fully devoted to defend their home for the future colonists of the planet.

Most of these robots are gatherers, made to go out and find resources. The player assumes control of the building robots, which create the towers for the colony. They are styled after the many different machines found in other games and movies, in particular Starcraft and WALL-E.

The robots go on to fight the antagonists of the game, the creatures of the planet. Coming from the dark woods, the monsters come in all different shapes and sizes. Mostly bright colored to scare their opponents away, this seems to do little to phase the robots. They are very angry with the appearance of the colony, and wish to destroy it before the colonists arrive. They know if the humans come before the colony is gone, then their planet will forever be changed. They use no other tools other than their physical weapons to destroy the towers, but are vulnerable to the advance technologies.



Name : Gatherer

Motivation: Mine to build defense and protect them.

Physical Description: Made of a special alloy created in the future.

Likes - dislikes: Likes resources, dislikes monsters.

Family: Version X4098 - latest version.

Friends and enemies: Friends with humans, enemies with monsters.

Vital Statistics: 1 Life point (very fragile)

Education: Programmed at construction.

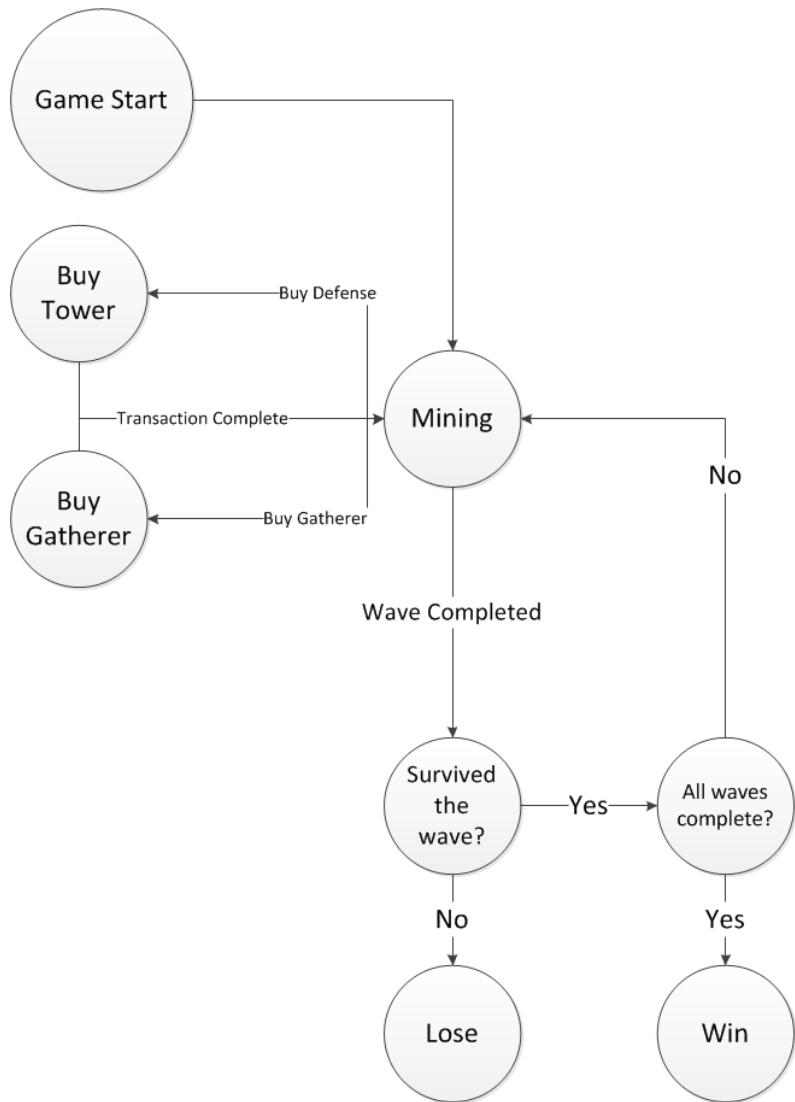
Occupation: Gatherer.

Transportation: Gravity Engine built-in.

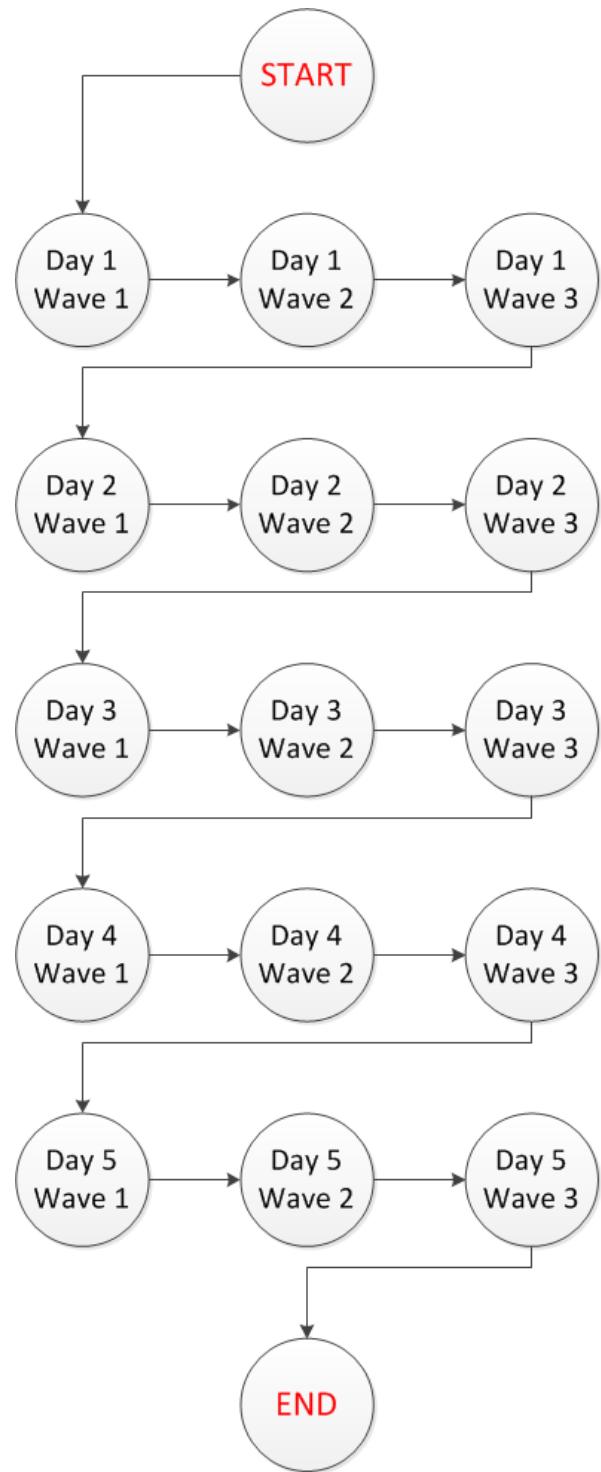
Tool/Weapons: Mechanical Arms.

Clothing: None.

Progression graph



Plot graph I

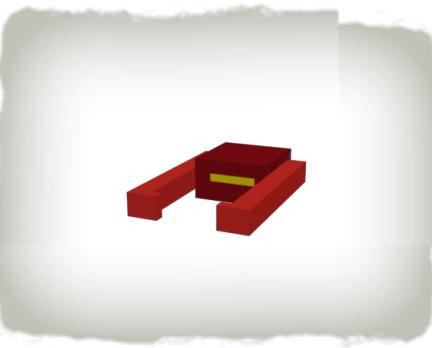


Plot graph 2

Art Direction

The robots and towers in the game were designed to have a very dark theme to them. All the towers were textures to have metallic surfaces and little lighting. They were made to look visually powerful and have very direct approach in how they were functioning. The robots were also designed similar in idea, making them more about function then how they look.

This is the reason we went for less of a human look and more on how they were supposed to function in the end. Please note that all 3d Models were made by our Team (Sevan) using 3dsmax Studio.



Name : Gun Tower

Motivation: Basic Tower

Physical Description: Made of metal

Likes - dislikes: Likes to shoot stuff

Education: Tower School

Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Shoots bullets

Name : Canon Tower

Motivation: Power Tower

Physical Description: Made of metal and Gunpowder

Likes - dislikes: Likes to blow up stuff

Education: Tower School

Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Particle Canon bullets





Name : Fire Tower

Motivation: Power Tower

Physical Description: Made of metal and Gunpowder and Fire

Likes - dislikes: Likes to blow up stuff

Education: Tower School

Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Fire Particle bullets

Name : Missile Tower

Motivation: Power Tower

Physical Description: Made of metal and Gunpowder

Likes - dislikes: Likes to blow up stuff

Education: Tower School

Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Shoots Missile





Name : Electric Tower

Motivation: Super Tower

Physical Description: Made of metal and Crystals

Likes - dislikes: Likes to electrify stuff

Education: Tower School

Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Electric Particle bullets

Name : Chicken Tower

Motivation: Fun Tower

Physical Description: Made
Chicken egg nests

Likes - dislikes: Likes to egg mon-
sters.

Education: Tower School

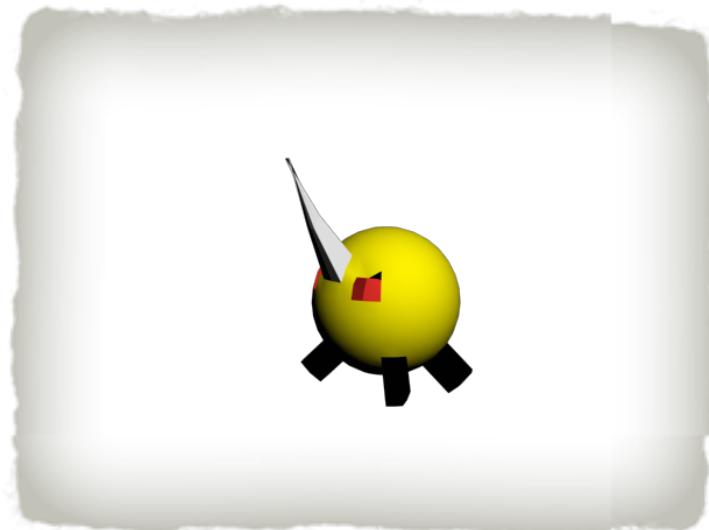
Occupation: Defend Colony

Transportation: Can't move.

Tool/Weapons: Shoots eggs



Monsters contrast brightly compared to the robots in the game. This was done for several reasons. Primarily, it gave the game contrast between the technological robots and the monsters. These brightly colored monsters showed that they were dangerous, as creatures with many colors show to their opponent that they are poisonous and deadly. This contrast also worked in favor of gameplay, as it allowed for players to quickly identify what was a monster and what isn't on the field, so the player can quickly respond to threats.



Name : Monster 1

Motivation: Wants to pick things with his horn

Physical Description: Sphere and horn

Family: Monster family

Friends and enemies: Friends with monsters
Vital Statistics: 100 life.

Education: By his mom

Occupation: Attack any race other than monsters

Transportation: Walks

Tool/Weapons: Horn

Name : Monster 2

Motivation: Spins all day long

Physical Description: Cone shaped with spikes

Family: Monster family

Friends and enemies: Friends with monsters

Vital Statistics: 100 life.

Education: By his mom

Occupation: Attack any race other than monsters

Transportation: Floats

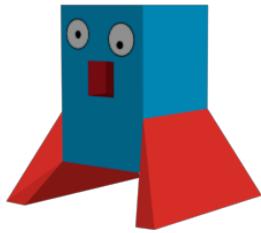
Tool/Weapons: Spikes



Name : Monster 3

Motivation: Afraid of everything

Physical Description: Rectangle like, homage to Minecraft's Creeper



Family: Monster family

Friends and enemies: Friends with monsters

Vital Statistics: 100 life.

Education: By his mom

Occupation: Attack any race other than monsters

Transportation: Walks

Tool/Weapons: Mouth

Name : Monster 4

Motivation: Wants to pick things with his horn

Physical Description: Cylinder like

Family: Monster family

Friends and enemies: Friends with monsters

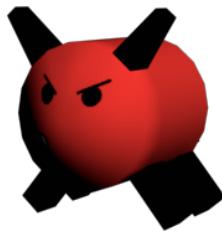
Vital Statistics: 100 life.

Education: By his mom

Occupation: Attack any race other than monsters

Transportation: Walks

Tool/Weapons: Self Destruct Bullet



UI Storyboard

There are several key elements within our UI to point out, and why they were designed in such a way. Our primary UI is the bottom third of the screen, which shows all important data to a player. The current day shows how far he has progressed into our game, and enables him to judge how much more is left. As well, the current wave time shows if he has time to rebuild appropriately to defend his colony between waves. In addition, the UI shows what tower he has currently chosen to build, and how many resources he has left. This enables the player to quickly put down towers and know if he can.

Another smaller piece of the UI came from the playing field itself. To help the player, we added a movable tile which showed the player where he is currently placing down his next tower. This is vital for the player to get his bearings.



StarCraft 2 HUD - by Artist Suun

Tags and Dialogue

In Towercraft, we did not implement any dialogue as the Tower defense genre usually just jumps into the game. We did whoever use tags everywhere around the code, the tags are used with `#region` and `#endregion` to make the code cleaner and easily find ourselves within big sections of the code. A few tags examples: “Load waves”, “Update Level”, “Tower adding”, etc.

Should we have to implement dialogue later on, we will focus on using tags in our code so that translators or voice directors may find themselves within the code without worrying about the programming side.

Technology plan

The main piece of software used by our team was XNA alongside Visual Studio. 2010 This was used primarily due to the fact that to deploy to the xBox, we would need these programs in particular. As well, Visual Studio 2010 offered many important features to program in C#, such as intellisence or proper class structure. Finally, using XNA helped us determine problems with our program much more easily than anything else.

Another key technology we used was GitHub as a repository for our work. With Github, we could easily save and distribute any changes we would apply to the project amongst our team members. As well, if we would need to remove any unnecessary changes in our program done over time, we can easily regress to an earlier version without any difficulty. One of the other key features with GitHub was how we could keep track of any changes done with our program overtime, and diverge if needed to work on the project at the same time.

To create the many of the different 3D components of our game, we used 3D Studio Max 2010. With this program and having some experience from it earlier on, we created all of the visual 3D models currently found in the game from scratch, as well as having them textured and scaled appropriately.

Another key piece of software that the team used while developing the project was the Performance Inspection tool found with the XNA installation. This tool helped us pinpoint and understand the current problems with our program, such as what methods were taking the majority of the time, as well as how our garbage collector was working during the updates. This program was key in the later development to optimize our code for the xBox deployment.

One of the most important tools in the deployment of our game was the xBox itself. The xBox helped us understand how to approach the deployment onto the console in general, as well as having us experiment with its capabilities and limits

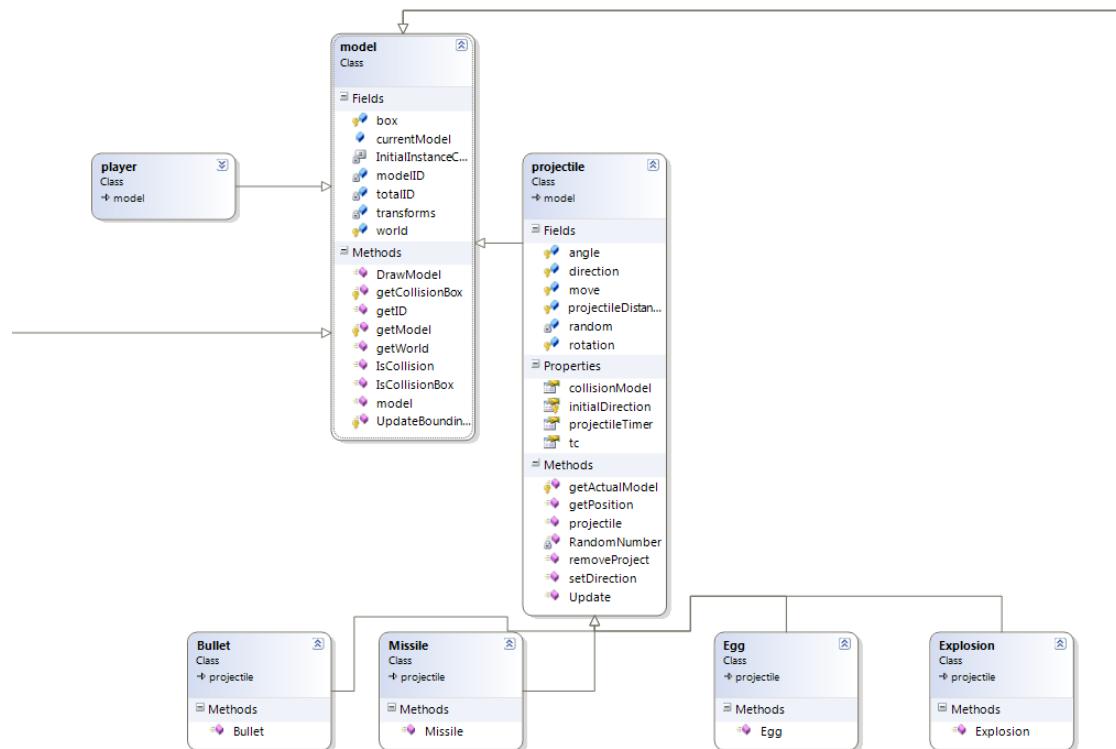
Software Architecture

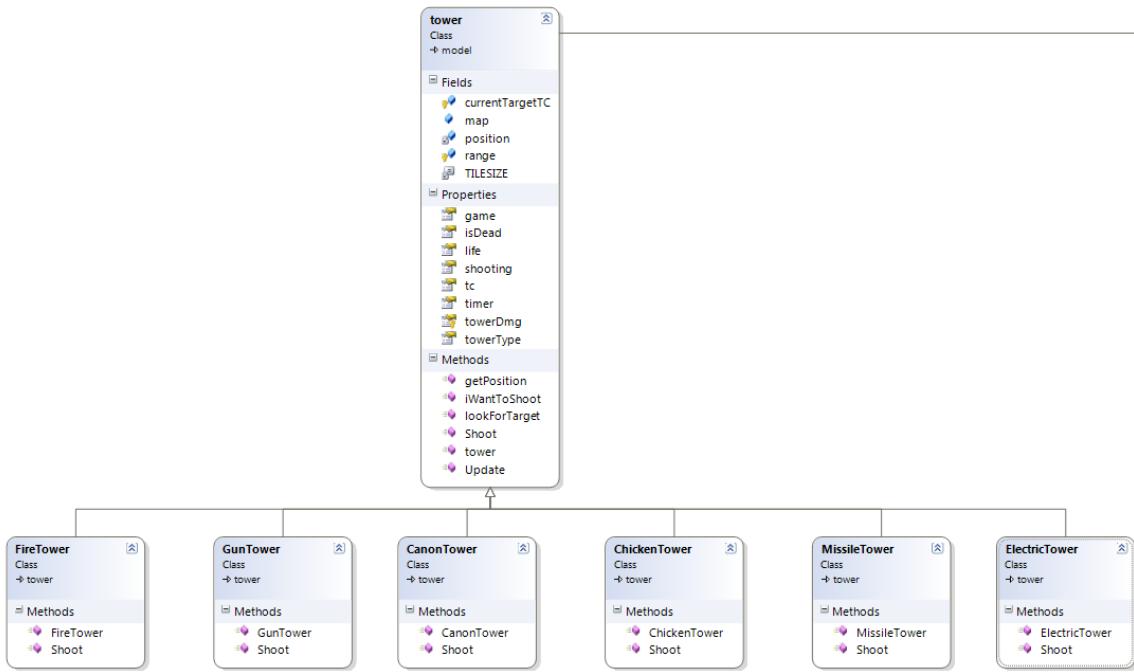
Our current code and software was organized with classes in mind. The central file to the entire program is the `game1.cs`, which holds the main update and draw function of importance. Everything else stems off from this, including other managers, such as `spritemanager.cs` or `resource manager.cs`.

As well, our classes were organized in a hierarchy. Every displayable model in the game inherited our `model.cs` class. For example, the tower class inherited from the model class, allowing it to be drawn within the current view. Different types of towers, such as Gun towers or Cannon towers, stemmed from the original tower file and filled in its difference, such as rate of fire and damage.

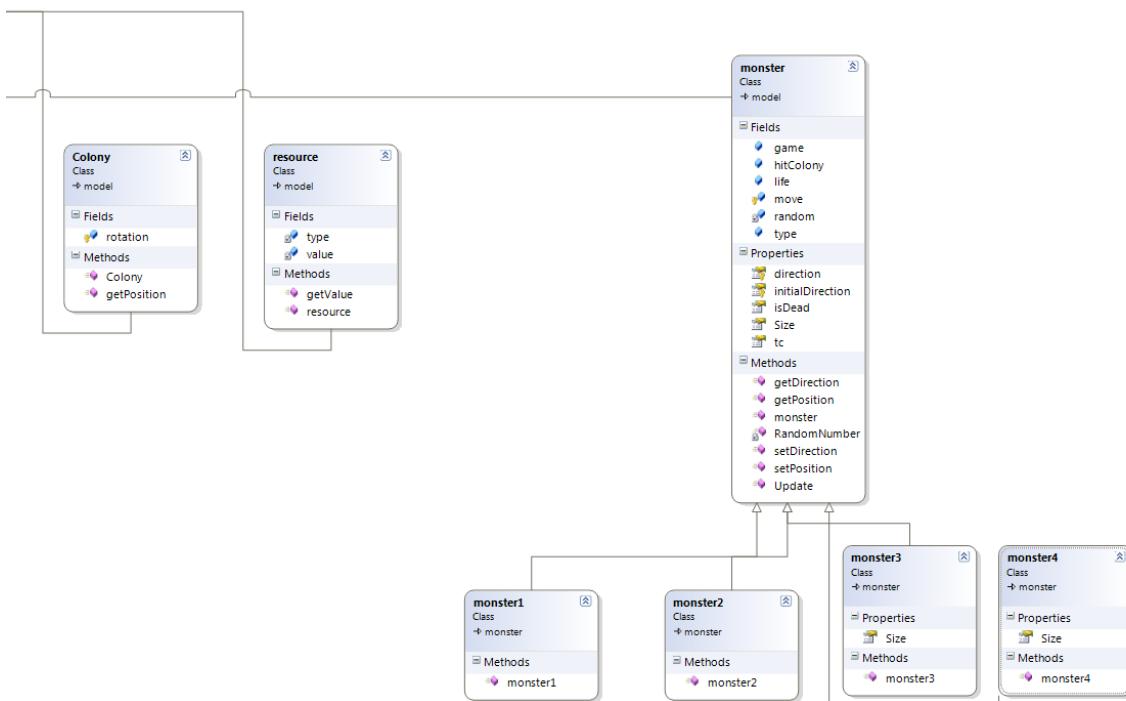
The major packages used outside of our code was primarily from the XNA libraries. Such libraries allowed us to draw our models on the screens. Another important library we used was an imported file which allowed us to display our frame rate upon our screen easily.

Model class, and projectile class





Tower class and it's subclasses



Monster class and it's subclasses - also showing Colony and resource classes

Controls



Legend:

DPAD: Select tile to place tower.

Left Thumb Stick: Move Camera Left and Right.

X Button: Move up in the tower selection

Y Button: Move down in the tower selection

A Button: Buy tower and place it.

B Button: Buy Gatherer

START: Pause Menu

BACK: End Game

Level Design

Our game holds a single level visually. This is the tile based map that the player sees as soon as he starts a game. With it, he can place down towers on the map, which can go on to shoots the monsters on that row the tower is on. The monsters appear on the left of the level, while the colony is on the right, allowing the player have easy access on what is happening.

The level changes after each wave. As soon as a wave starts, monsters begin to spawn from the left and make their way towards the colony, fighting past the towers the player has put down.

Once all the monsters have been spawned, there is some time between the levels for the player to rebuild his defenses and concentrate on other matters, such as his resource management. Once this time is up, the level changes and starts a new wave of creatures to attack the colony structures. This repeats for five days, having three waves per day to combat before the game is over. The main focus point of the level is the tile based area in front of the colony where the player can set down towers to defend. If the player does not concentrate on his defenses, they can be breached and cause damage, stopping the player from achieving his objectives.

Mechanics Analysis

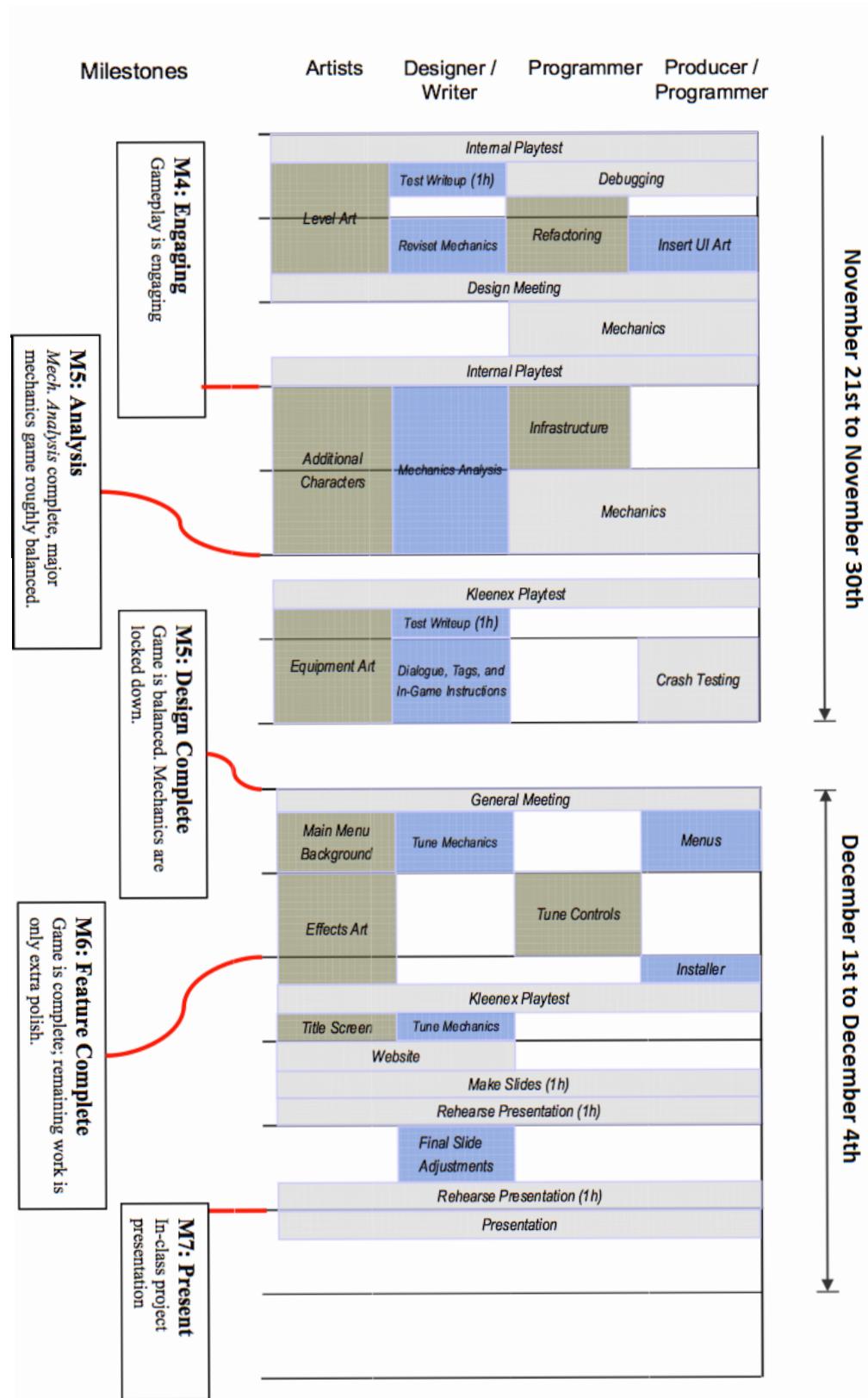
There are two central game mechanics involved in Towercraft. As seen within the title, this is a tower defense game, where the player must construct defenses to survive until help arrives. This mechanics has its pros and cons. The advantages of tower defense is that it allows for a lot to happen within a game without having to force much out of the player in the end. This is key to our game proposal, as the main target audience is the casual gamer, who only enjoys the aspect of fun from the game, and adds challenge secondary. Unfortunately, this is also a disadvantage in the long run. If the player is doing well, the game becomes repetitive and has a lack of interaction from the player. Eventually, this leads to boring mechanics where the player isn't doing anything and loses interest in the game. There must be a balance found in difficulty of the tower defense aspect where it is not so easy as to offer no challenge, but must not be so challenging for the player to give up.

There are many tower defense games throughout the history of games, but the one that our game implements very closely towards is that from Plants VS Zombies. Both games implement a tile base system where tiles are placed, and have enemies approach down the row towards the defenses to get to the other side. The differences between both games are very minute in this aspect. In Plants VS Zombies, the player can collect resources from specific towers which generate money over time, while our game has players collect resources from another area entirely.

The second important mechanic within the game is the aspect of resource collection. A classic mechanic in any strategy game, resource can help restrict how easy a game is, and offer a new wave of challenge that the player might not be ready for. There are many advantages to using resources within a game. Primarily, it allows for a new way to make the game more difficult without much effort then tweaking how much resources a player can get over time. With this and tower defense mechanic, we can easily control the difficulty curve of the game.

This resource mechanic stems primarily from the game Starcraft, where resource collection is key component of the game, where the player must defend his gatherers while building an army. However, our game has changed quite a bit from the resource collection made in Starcraft. Our game offers less control on what resources to collect and when to collect them , making it much more easy to manage for a casual player.

Schedule



Budget

DOCUMENT TOOLS	TOOL	EACH	COPIES/SEAT	TOTAL
Document Management	Google Documents / Pages 09	1	1	\$15
Schedule System	Texting	0	0	\$0
Bug Tracking System	None used	0	0	\$0
Text and Layout Tool	None used	0	0	\$0
Chart/ Graph Tool	Visio 10	1	1	\$99
				\$114

ART TOOLS	TOOL	EACH	COPIES/SEAT	TOTAL
Asset Management	Visual Studio 2010	1	1	Price elsewhere
Level Editing	Visual Studio 2010	1	1	\$0
Animation Tool	Not used			\$0
Character Tool	3DS Max Studio	1	1	\$999
Texturing Tool	Paint/ GIMP	3	3	Free
2D Art Tool	Paint/ GIMP	3	3	Free
				\$999

AUDIO TOOL	TOOL	EACH	COPIES/SEAT	TOTAL
Scrip Writing Tool	NA	NA	NA	\$0
Effect Editing Tool	NA	NA	NA	\$0
Composition Tool	NA	NA	NA	\$0
Music Format License	NA	NA	NA	\$0
				\$0

CODE TOOL	TOOL	EACH	COPIES / SEAT	TOTAL
Revision Management Tool	Visual Studio 2010	\$10,000	3	\$30,000
Compiler	Visual Studio 2010	\$10,000	already	\$0
Debugger	Visual Studio 2010	\$10,000	already	\$0
Build Tool	Visual Studio 2010	\$10,000	already	\$0
CPU Profiler	NProf	Free		Free
GPU Profiler	NProf	Free		Free
Memory Leak Detector	XNA Remove performance tool	Free		Free
Code Coverage Testing	Not used	NA		\$0
Documentation Tool	Not used	NA		\$0
Automated Test Tool	Not used	NA		\$0
Automated Nightly Build	Not used	NA		\$0
				\$30,000

LICENSED & CONTRACTED CONTENT	COMPONENT	EACH	COPIES / SEAT	TOTAL
Models				\$0
Music	Portal 2 music	\$2000		\$6,000
Sound Effect				\$0
Textures				\$0
Levels				\$0
Animation				\$0
Cut-Scene Videos				\$0
Audio Studio Time				\$0
Motion Capture Studio Time				\$0
User Interface	Starcraft 2 HUD			\$5000
				\$11,000

PRODUCTION COST	METHOD	EACH	NUMBER OF PROTOTYPES	TOTAL
Rule Book Printing	Printing	\$5	10	\$50
Card Printing	NA			\$0
Board Printing	NA			\$0
Figurines/ Pawns	NA			\$0
Box & Box Art	Printing	\$1	10	\$10
Dice, Spinner, Etc.	NA			\$0
Counter	NA			\$0
Other	NA			\$0
				\$60

SALARIED DEVELOPMENT STAFF	PERSON	SALARY PER MONTH	BENEFITS	TOTAL
Producer	Dr. Fevens	\$100,000		\$100,000
Assistant Producer	Kaustubha Mendhurwar	\$80,000		\$80,000
Art Director	Sevan	\$60,000		\$60,000
Lead Artist	Sevan			
Concept Artist	Kyle			
Model Artist	Sevan			
Texture Artist	Sevan			
Animation Artist	None			
Audio Developer	Kyle			
Lead Programmer	Kyle and Sevan			
Engine Programmer	None used			
Tools Programmer	Kyle	\$60,000		\$60,000
Gameplay Programmer	Eric			
QA	Eric, Kyle, Sevan		None	
Technical Service and Support	Eric	\$60,000		\$60,000
				\$360000

Change Log

Dec 1

- Added Executive Summary
- Added Technology Plan

Dec 2

- Added Software Architecture
- Added Overview
- Added Level Design

Dec 4

- Added UI Storyboard
- Added Related Games
- Added Mechanical Analysis

Dec 5

- Modified Game mechanics (improved gameplay)

Dec 6

- Added Tags and Dialogue
- Added Budget
- Added Schedule
- Added Progression Chart
- Added Controls

Appendix

commit b04d748230d8a6c8fd0b8a93bf1e0e0877dce4aa
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 15:23:03 2011 -0500

FinalDemoChanges

commit b63ec142e4bb0a854857758f705402288bc316d6
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 14:42:02 2011 -0500

[Redacted]

commit 2ff7a4424df58e4494034e640994142da58002e2
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 14:33:06 2011 -0500

rc1

commit b135749184e018749a702656ab4907bba0c420f9
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 05:55:06 2011 -0500

[Redacted]

commit 116460669d930ee0976c3a5302c3da7acc9cc112
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 02:15:06 2011 -0500

added_mp3files

commit 1544fa47f0beca8cb88c518c5b30010267a1410c
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 02:13:48 2011 -0500

gameMusic

commit e43c78a1bc4f730fe97ea8fc44747db7346bad20
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 01:17:02 2011 -0500

fixed your reset framrate componenet sevan... I eat in 5min and continue...

commit 9ed7c2e582418063b26867a4ffef70607fff0bb9
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Dec 1 01:06:40 2011 -0500

Win lose + resets

commit 4abc831deb22e662d712ed2586b4778a4155f8fc
Author: Kyle <kembs@example.com>
Date: Thu Dec 1 00:24:43 2011 -0500

Menu System more or less complete

commit 5d2e54f854311261d42adee4e75fdf56833e413c
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 22:58:47 2011 -0500

menu system

commit f95533dfad01522a82777bede16557d7d187ff0d
Merge: eab03dd 1a361ee
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Wed Nov 30 22:31:22 2011 -0500

```
Merge branch 'master' of github.com:er1/c376p1
```

```
commit eab03ddc575e5479c18d311a47d0656956cd5d79
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 22:30:47 2011 -0500
```

```
    Inserted gathering and resource consumption
```

```
commit 1a361eeeea6f51157764a839c5d6238dc4686eeda
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 22:29:53 2011 -0500
```

```
    fonts for menu
```

```
commit 32d67ac5e27acaca8e77c6614c45154d3f4091b2
Merge: f547c10 71c610b
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 22:14:50 2011 -0500
```

```
Merge branch 'master' of github.com:er1/c376p1
```

```
commit f547c105487a166947ab1b0fce6818b9b30ffff
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 22:14:40 2011 -0500
```

```
[Redacted]
```

```
commit 71c610be2acdf7957be95146e1f6da19f2af5021
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 22:12:58 2011 -0500
```

```
    fixed world size
```

```
commit d0cee6bacbe15f4a040424ac330fa022f3579161
Merge: b308004 baa2ee9
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 22:01:19 2011 -0500
```

```
Merge branch 'master' of github.com:er1/c376p1
```

```
commit b30800405fd5f8d61ca151a92a5579c86ba95c34
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 22:01:02 2011 -0500
```

```
    changes again again
```

```
commit baa2ee95f4bff531f64b7bc5adf1737f64938e4a
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:57:11 2011 -0500
```

```
    Added resource on hud
```

```
commit 8a453aa196096957c88f238d97c54abff350e266
Merge: 06d88df 3ac36a2
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:49:59 2011 -0500
```

```
Merge branch 'master' of github.com:er1/c376p1
```

```
commit 3ac36a21d1f33ed50ff6ce29d7710e6f2c29dc5b
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 21:49:05 2011 -0500
```

```
    changes again
```

```
commit 06d88dfe4ea49319ddad601e20a10730af53658a
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:48:55 2011 -0500
```

Resource consumption done.

```
commit 674489e67d2a8a6f8ee024b7bde92d9314835ad8
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 21:35:54 2011 -0500
```

changes

```
commit e16facb326e39b62838fc717d8745c71ab142c63
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 21:20:42 2011 -0500
```

save

```
commit 696e50645ffd378a54f7f9e9a75c4509d19719e
Merge: 32bea05 d62ba55
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:16:13 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

```
commit 32bea057ad5e497206c4cb2a92634871c0446e30
Merge: 279d20a d44e2d3
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:15:42 2011 -0500
```

[Redacted]

```
commit d62ba55444dd60f56f9b6e4eee47d44445da6664
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 21:05:36 2011 -0500
```

add pic

```
commit 279d20ab269613f5796d8997832beb8aa217c51
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 21:03:40 2011 -0500
```

[Redacted]

```
commit d44e2d3f26f4791c423e0f7b2474a095103e7b4c
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 21:02:39 2011 -0500
```

gamestate

```
commit d39c50433ea2d7bb2ed1a4cf870755644f518a62
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 20:01:34 2011 -0500
```

Tests_and_shit

```
commit dec067521034b7e04769846c1cc7c80dc48719e3
Merge: 5410f5a de2273d
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 18:15:39 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

Conflicts:

TowerCraft/TowerCraft/Game1.cs

```
commit 5410f5a1ddbbbd47b32baf7d29c950d530f569e4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 18:10:56 2011 -0500
```

lol

```
commit de2273ded24d6b1864cfcbfc0daa85a867404621
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 18:10:34 2011 -0500
```

revert back to sprite manager

```
commit a8b07b12f5e2ce79634245148b0d48b5bba49ca6
Merge: eed37e1 bd8210f
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 18:00:23 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

Conflicts:

TowerCraft/TowerCraft/Game1.cs

```
commit eed37e189bde8466c6e78298a70162fc4b18437e
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 17:59:49 2011 -0500
```

[Redacted]

```
commit bd8210ff7996a4b70c9b66c4fd91137010710cbf
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 17:59:15 2011 -0500
```

changes

```
commit 40d32a79d0db02953f9531b7a20d3b296098ee9a
Merge: df2bbd7 f674eb7
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 17:45:31 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

```
commit f674eb79ff880541477d614e433aff5035931c2f
Merge: 3e3f555 38b8f97
Author: Eri- Chan <er\_cha@cs.concordia.ca>
Date:   Wed Nov 30 17:45:14 2011 -0500
```

Merge branch 'master' of [git.github.com:er1/c376p1](https://git.github.com/er1/c376p1)

```
commit 3e3f5555617cf88afe135da81029b54e5c9f0e0e
Author: Eri- Chan <er\_cha@cs.concordia.ca>
Date:   Wed Nov 30 17:45:07 2011 -0500
```

the gathering

```
commit df2bbd7060c8c9398d4c9b8918b3d42aff9a0e87
Merge: 27c97f0 38b8f97
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 17:37:08 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

```
commit 38b8f97a86fb4c50630d85d1e3d2cace22e61abb
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 17:36:56 2011 -0500
```

changes

```
commit 27c97f03f725a6c964c18c6404a35d870ca7b3ee
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 17:36:51 2011 -0500
```

[Redacted]

```
commit 1c7d88028a553733a3a1454ebc7655a6b06ba48f
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 17:31:51 2011 -0500
```

model bones fix?

```
commit 8b48fa8c2708d839f2985caa5f4feb3cac1273e7
Merge: ac8ce6f c19822e
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 17:24:51 2011 -0500
```

Merge branch 'master' of github.com:er1/c376p1

```
commit ac8ce6ff93b11fbc57ebae02012abbfe0be8f67d
Author: Kyle <kembs@example.com>
Date:   Wed Nov 30 17:24:20 2011 -0500
```

Target time thingy

```
commit c19822eb8edb74a0419c33f19d74829fb0713bd1
Author: Eri- Chan <er\_cha@cs.concordia.ca>
Date:   Wed Nov 30 16:54:21 2011 -0500
```

resource movement

```
commit 38aa1930b8dc8c81c6ab4d419fae97fb9ae6b049
Merge: 8b26e78 cc451cd
Author: Eri- Chan <er\_cha@cs.concordia.ca>
Date:   Wed Nov 30 16:45:12 2011 -0500
```

derp

```
commit 8b26e784c25bef73bbc36f2c05c07cf706810a7f
Author: Eri- Chan <er\_cha@cs.concordia.ca>
Date:   Wed Nov 30 16:44:16 2011 -0500
```

res collection

```
commit cc451cda5bcbc8785103009bba90448a8e288e49
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 16:37:31 2011 -0500
```

stuff

```
commit bb5de27ce26c6d663cd4accfc6d81f7cf5a0b79e
Merge: da40dac 5f721b8
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 15:34:29 2011 -0500
```

Merge branch 'master' of github.com:er1/c376p1

```
commit da40dac63b6d45ac4d00c4cc353358403feebc93
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 30 15:32:43 2011 -0500
```

Lists are now dictionaries

```
commit 5f721b8d831d5c0ae579f1f218220a79f7ca78c4
Author: Eri- Chan <er\_cha@cs.concordia.ca>
```

Date: Wed Nov 30 14:51:07 2011 -0500
added 360 version

commit a6d92f4412bb5f7612bc296bf99c3d44ad85643b
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 14:34:36 2011 -0500

 Fixed the life bar

commit c2d1f8d1bb77646dfbee2fd7878706e98397c0d9
Author: Eri- Chan <er_cha@cs.concordia.ca>
Date: Wed Nov 30 14:30:15 2011 -0500

 Recreated the entire project

commit 0fac9b8c01fc604755d08ab4c531dfbd340dbe41
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 14:10:30 2011 -0500

 [Redacted]

commit 265ad1ccb9424829f8897018eb9adcbfcfccbcff
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 13:38:03 2011 -0500

 Revert "commit new"

 This reverts commit c25c0b70627e5564e4fd54390d94385fb8b0fe4f.

commit c25c0b70627e5564e4fd54390d94385fb8b0fe4f
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 13:26:42 2011 -0500

 commit new

commit 4490c7c3a6e60ecf5b8d633659bfbe63d6573edd
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 13:12:54 2011 -0500

 new things

commit a2a728604ee81fe0ab9e708947a64b23b77854d6
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 12:47:14 2011 -0500

 git ignore

commit baaee6471eacf8da91acba793b0c27ea6fcfbe8b
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 01:39:19 2011 -0500

 push push SEVAN.. [Redacted]

commit 9e8aafc0b951cb2c46518a27f96fc306eb4dd371
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 01:34:18 2011 -0500

 removed crappy modelmanager.cs

commit 245f0fdb4572961816b64d4df9a9a74f32ff92d5
Merge: 8458c72 bf7448f
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Wed Nov 30 01:13:18 2011 -0500

 Merge branch 'master' of github.com:erl/c376p1

Conflicts:

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/Managers/ModelManager.cs

commit 8458c72b949aa492af3783cf9593f6218c8120f5
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Wed Nov 30 01:12:56 2011 -0500

Changes

commit bf7448f9bd6abc68b8e442274e626a2c36a797de
Author: Kyle <kembs@example.com>
Date: Wed Nov 30 01:10:40 2011 -0500

removing Model manager code in Game1.cs (frame rate doubles to 120fps on computer)

commit 1c3b8158cc65290d220811a210cc69594ff4ae5b
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Wed Nov 30 00:21:59 2011 -0500

Added frame file.

commit 53c67f92f9d6ed850afebc90c5afecfc24ac31e4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 22:52:40 2011 -0500

[Redacted]

commit 008d7df32734f059f2111acf8e097a2360b620c6
Merge: 3140484 d4cbcb5
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 22:38:19 2011 -0500

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

Conflicts:

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileListAbsolute.txt

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/TowerCraft3DContent.contentproj

commit 3140484bf85214b0b9b9d01c3efff7ecda9b0503
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 21:52:33 2011 -0500

Xbox additions

commit d4cbcb58b6481f566e1d658fdd7c1a236df3b70f
Author: Kyle <kembs@example.com>
Date: Tue Nov 29 21:48:57 2011 -0500

new monsters

commit f4c8e280ae96f226cc828d6b11f4f7dc7c80cb19
Merge: 5989e55 f3e9be9
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 21:36:36 2011 -0500

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

commit 5989e55a235cd8b3a0af0299753efaf3ec2be676
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 21:36:15 2011 -0500

Models for monster

```
commit f3e9be9a0666616b1d19bb2c68fb474b76cccd6d8
Author: Kyle <kembs@example.com>
Date: Tue Nov 29 21:36:00 2011 -0500
```

new Monsters

```
commit b8a61303edb1aef719cf7745197c63cefd7361bb
Author: Kyle <kembs@example.com>
Date: Tue Nov 29 21:30:50 2011 -0500
```

monsters 1234

```
commit 068d0a8cc9427f4311aa19572beed64fae053241
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 20:50:54 2011 -0500
```

Explosion wasnt added.

```
commit 0db155dda7dc9ca4a4f56e758d11906725dec06d
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 20:16:27 2011 -0500
```

[Redacted]

```
commit 6651f23fcf50663cb1ef1c845a20a81ac0ea00da
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 18:48:53 2011 -0500
```

Menu_System

```
commit 073e94cb04b00d8ba6193878fb9a0bfb5b
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 18:21:18 2011 -0500
```

Updates

```
commit eed568ea61b3d6273ec298312ef0cc56b0de137c
Merge: c303c0b 77cef21
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 16:43:54 2011 -0500
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

Conflicts:

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileListAbsolute.txt
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb
```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/cachefile-{B3C53B65-B91E-4CAA-84BC-1D2AD0837FAA}-targetpath.txt
```

```
commit c303c0b44f8d00e4222699d33622c39bc3edb12e
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Tue Nov 29 16:42:36 2011 -0500
```

Projectile updates

```
commit 77cef2113285403b4ae58c9e8d1965ca582cee4c
Merge: 4b14e6b 3c63037
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date: Tue Nov 29 16:32:36 2011 -0500
```

```

Merge branch 'master' of github.com:er1/c376p1

commit 4b14e6b99fe329d5bc6c32abbe2fd3933da6f659
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Tue Nov 29 16:32:27 2011 -0500

pseudocode

commit 3c6303736391e29e61dc2f34c3b93b6b1f2d76c5
Author: Kyle <kembs@example.com>
Date:   Tue Nov 29 15:03:57 2011 -0500

files removed

commit ce5606037b0c311106c0ab02a388a365d56d0334
Merge: 16faa4b 37ec193
Author: Kyle <kembs@example.com>
Date:   Tue Nov 29 15:00:18 2011 -0500

kyle

commit 16faa4bbd5c088e6d07eaeb39b7c3568c267ee34
Merge: e629364 ee45a3b
Author: Kyle <kembs@example.com>
Date:   Tue Nov 29 14:57:02 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/DesignTimeResolveAssembly
ReferencesInput.cache
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/cachefile-{B3C53B65-B91E-
4CAA-84BC-1D2AD0837FAA}-targetpath.txt

commit e629364ea4cc71cbe495af54d426c69ddf5e8e2
Author: Kyle <kembs@example.com>
Date:   Tue Nov 29 14:56:28 2011 -0500

changes

commit 37ec1939b964c53c284fd2d5da86c5c26c6bee16
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Tue Nov 29 14:56:17 2011 -0500

Inserted bullets.

commit ee45a3b423976a53fdb7c26e111afb9d29ad328f
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Tue Nov 29 13:52:50 2011 -0500

ALL TOWERS IN!

commit 9bb067bc8f4fb88fe7a5af0797eeb2e99288a2a8
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Tue Nov 29 13:02:54 2011 -0500

docs

commit 929281e322c07de68295ed02f2589acbeed99029
Merge: 2fb7d3c 94730ee
Author: Kyle <kembs@example.com>
```

Date: Mon Nov 28 22:51:22 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D.suo

commit 2fb7d3c4114a54afa3c21a864beacd044de8bb49
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 22:49:58 2011 -0500

changes

commit 94730ee64278dba1ebc7a758be4149e18998f569
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 22:49:16 2011 -0500

Added missile tower

commit 21c84fa8cb741e1634ef217959608d0fab68007e
Merge: 09f6b8e 449c428
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 18:43:25 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

commit 09f6b8e18653589580ce7604644c644494834751
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 18:42:32 2011 -0500

TOWER CONSTRUCTION COMPLETE

commit 449c42827d779179139ab5ddffcfaf66c174a287c
Merge: 5f982b9 320674b
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 18:40:36 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

commit 5f982b97cec7bde48452fbaa4acff3a2bb5334cf
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 18:40:16 2011 -0500

optimization

commit 320674b144f39c5ca88ab4d14cab9f3cce10f7c
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 17:47:53 2011 -0500

Added tower models

commit 8e9fa5eec351bdfdf8dcf5c05fed477c62c0ela4
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 17:29:28 2011 -0500

removed some virtual crap

commit 567245da9e168f2bcec59317e4b2aa7bd8daa21e
Merge: f529a18 75938ee
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 17:24:19 2011 -0500

```
Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D.sln
  project/TowerCraft3D/TowerCraft3D.suo

commit f529a18862d73546881f742ec9f053bcd437e635
Author: Kyle <kembs@example.com>
Date:   Mon Nov 28 17:19:01 2011 -0500

    fixes

commit 6549dd4e09b0e88a13395c3f06781ce43895311f
Author: Kyle <kembs@example.com>
Date:   Mon Nov 28 17:13:04 2011 -0500

    git merge problems

commit a7bd5bc14107f71285be9d0454fd889048b3417e
Author: Kyle <kembs@example.com>
Date:   Mon Nov 28 17:09:46 2011 -0500

    fixes?

commit 75938ee632d453b976bac45f40d9ef41da4b8136
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Mon Nov 28 17:08:57 2011 -0500

    EVERYTHING WORKS

commit 59c6e74e83b69f9eb68b02b2818ad6663d41b3a1
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Mon Nov 28 15:49:05 2011 -0500

    added project files

commit c6f8429cf67234b122d519d97afde7f0fa4351
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Mon Nov 28 15:46:16 2011 -0500

    timer-fix?

commit 60ae2bbb7511e7a4f63a0adc865e559e2831917f
Merge: 59ea72d 075150e
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Mon Nov 28 15:26:04 2011 -0500

    test

commit 59ea72d1991b6aab9948b9368ce09a2426f0bb2a
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Mon Nov 28 15:22:17 2011 -0500

    Collision tests.

commit 075150e57fd989969a363e2c7ea00d501e2b97b4
Merge: 4f1f385 c742832
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Mon Nov 28 15:18:12 2011 -0500

    Merge branch 'master' of github.com:er1/c376p1

commit 4f1f385d2e9a0ca8ff6c9827f61368acf4056f8e
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Mon Nov 28 15:17:47 2011 -0500
```

[Redacted]

```
commit 4cbc69666c72606d6c4b26b8beb42ed8cf5fe81f
Merge: c448111 5dc6ec4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 14:29:39 2011 -0500
```

```
Merge branch 'master' of github.com:er1/c376p1
```

```
Conflicts:
 project/TowerCraft3D/TowerCraft3D.suo
```

```
commit c4481118d9f601505289818ec68cd1b5995c53d1
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 14:26:17 2011 -0500
```

```
testing collision stuff
```

```
commit 5dc6ec4cb2289c618e0d934d62cf03fc0df026d2
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 11:58:31 2011 -0500
```

```
implemented basic frustum culling ... able to run last level with a little
lag now (on pc). Cost was more camera bounding. Have to look into occlusion
culling.
```

```
commit c7428324ea8742794078a6e0b8b35c31e7eef9a0
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 09:45:15 2011 -0500
```

```
updates?
```

```
commit 8e85fe571477c4dd09993df9092c85a077786d8f
Merge: 71a2640 ccd2874
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 03:46:56 2011 -0500
```

```
Merge branch 'master' of github.com:er1/c376p1
```

```
Conflicts:
 project/TowerCraft3D/TowerCraft3D.suo
```

```
commit 71a264005e944ffa6ef3b3801e783759e2fe6dc1
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 03:46:39 2011 -0500
```

```
fnslkdkclsnlk:
```

```
commit ccd2874368d75f926ca0e101b257e99991f841d9
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 03:28:42 2011 -0500
```

```
Added Day and Timer to HUD, + 15 waves of monsters
```

```
commit 9c924369c3b07c3c0c983c6972c8f77f8ee8dd2b
Author: Kyle <kembs@example.com>
Date: Mon Nov 28 02:51:38 2011 -0500
```

```
minor fixes to camera, pulled cube to not see outside the box and fixed
lifebar position
```

```
commit 159f04daf163431fa2f8d0338a335562e8047fdc
Merge: de2a587 8ddd8f2
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Mon Nov 28 01:31:13 2011 -0500
```

```

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D.suo

project/TowerCraft3D/TowerCraft3D/TowerCraft3D.csproj.Debug.cachefile

commit de2a587f39ba53006331838f81f988e6fda282b3
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:  Mon Nov 28 01:30:56 2011 -0500

  NOTHING

commit 8ddd8f2dcffed7b27b57c44ceba5943e786062e
Author: Kyle <kembs@example.com>
Date:  Mon Nov 28 01:28:31 2011 -0500

  Adding textures:

commit be83b37124f3cf092ac9e540bfe68e24bcb44749
Author: Kyle <kembs@example.com>
Date:  Mon Nov 28 01:27:45 2011 -0500

  HUD implementation + camera position fixes

commit d1cf5074b8965e8da183de23f5fc3b78f2e28fab
Author: Kyle <kembs@example.com>
Date:  Sun Nov 27 21:51:59 2011 -0500

  fixes

commit 5f7e105c6774b8660f45b5ba5b25d4e9d567bb08
Merge: 799a774 f8de148
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:  Sun Nov 27 16:13:11 2011 -0500

  Merge branch 'master' of github.com:er1/c376p1

  Conflicts:
    project/TowerCraft3D/TowerCraft3D.suo

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/Content/Effect/Particlefx
.xnb
  project/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/DesignTimeResolveAssembly
ReferencesInput.cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileL
istAbsolute.txt
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/cachefile-{B3C53B65-B91E-
4CAA-84BC-1D2AD0837FAA}-targetpath.txt

commit 799a77480c47b78513a62eb78c470eaa9ee228a8
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:  Sun Nov 27 16:12:54 2011 -0500

  [Redacted]

commit f8de148e8960217462ade4b682152cbc72488205
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:  Sun Nov 27 15:59:35 2011 -0500

```

```
removed debug files

commit 2662625d42f78df3ac4e3fdb0263f9199cad01e6
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 15:53:24 2011 -0500

    fixes for xbox

commit b5cf67f0306c4a51e38306d3c4578ffb4cccd4cca
Merge: 9ace1e0 327c9be
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sun Nov 27 15:17:27 2011 -0500

    Merge branch 'master' of github.com:er1/c376p1

    Conflicts:
        project/TowerCraft3D/TowerCraft3D.suo
        project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
        project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileListAbsolute.txt
    project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
    project/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

commit 9ace1e0d289d13fc3e0735daa3653a8270119021
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sun Nov 27 15:16:24 2011 -0500

    [Redacted]

commit 327c9be0e894e5e106d79b9e8dae1f5297d53798
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 14:50:33 2011 -0500

    rotated [Redacted] towers properly

commit 84d0b4daf39c6b4f1fed45a15126e0343fc8bce7
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 14:20:24 2011 -0500

    particle effect stuff

commit 23e7a9360d6e79a4cf3b2a9e52b77d6e4b50bee5
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 14:19:08 2011 -0500

    Particle effect code (from Learning XNA by Aaron Reed)

commit 4ba8f951a7d0a7b6874b92aa4543b28c793eab0c
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 13:17:01 2011 -0500

    Cleaning up the code

commit 15e9771ba946373d186be3af22dbc00fdfe079ef
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 13:04:43 2011 -0500

    Life bar pics fixed

commit bce5e3a5c60591511aabec3ab8968cc09fd131d
Author: Kyle <kembs@example.com>
Date:   Sun Nov 27 12:57:30 2011 -0500

    a bit of cleaning
```

```
commit 3df806f4835435b16a1ba4fe94570d02b0158463
Merge: 44a0130 06680e7
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 23:53:08 2011 -0500

    Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D.suo
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe

commit 44a01300034dbb399c0d6a269a555bcccd8bf1538
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 23:52:40 2011 -0500

[Redacted]

commit 4cd1f54c030daa30a7d9afefb19455cbf5aa2888
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 23:49:30 2011 -0500

[Redacted]

commit 06680e7c15dc92d0c36973d267d4111de81bb9c9
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:51:54 2011 -0500

font xml

commit 9ac24de3ff3960c010e8f6f942fad00f4808c8f8
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:50:47 2011 -0500

    Printing LIFE and removing life when colony gets hit

commit 5678c3a717207976588a6ace6fdf5c31e2a53783
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:31:21 2011 -0500

    fixed code to check life being removed, have to fix life percentage... too
    lazy

commit bb58571d4a80bd9cdeb3b46139e8b2e1f89646f3
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:27:06 2011 -0500

    adding new things[Redacted]

commit c835de6b5c22a592c6d7d176249918643bc9bb8a
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:23:59 2011 -0500

    I AM SOOOOOOO HAPPYYYYY, git working again and life bars working..... I love
    myself

commit 361c1c04377f38163f5a4054be5d1bf8b8500c73
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 22:09:42 2011 -0500

    Testing

commit 7a9ae7b9ac7bf592b846e48012a99ac68178f1a0
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 21:56:45 2011 -0500
```

```
commit problems ERIC HELP!!!

commit e294060a0e4adacf11298d76b934c27b92c6c3e4
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 21:41:01 2011 -0500

broken?

commit 77a81bec9f53a1afd7310dafbe459db28fd05014
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 21:40:36 2011 -0500

[Redacted] FORGOT MODEL FILES.

commit 4132b795c2b4ad2faed7a272ae341dcef2a7a751
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 21:37:12 2011 -0500

Sprite and Life bar crap

commit 03388ed0680bae179ca883171a1d303831088e2c
Merge: 058ddb5 4a70ae9
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 21:34:42 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
 project/TowerCraft3D/TowerCraft3D.suo
 project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
 project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileListAbsolute.txt
 project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/cachefile-{B3C53B65-B91E-4CAA-84BC-1D2AD0837FAA}-targetpath.txt

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/TowerCraft3DContent.contentproj

commit 058ddb525b08b1de55a3f48b5f5e68845d875a3a
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 21:33:46 2011 -0500

Life bar stuff, works and doesn't work, life bar won't appear on top of
monster

commit 4a70ae98acd930bf188c00b1f9945d3539484d4b
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 21:05:38 2011 -0500

Box Collision complete.

commit bdf107a58743c46597758cf322b31ee0d0719d6
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 20:36:56 2011 -0500

 BOUNDING BOX

commit ecf8c9feceb5ac1cd0f136cd4bb70f44e290416
Merge: 358190c 66cb9a8
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 20:23:13 2011 -0500

Merge branch 'master' of github.com:er1/c376p1
```

```

Conflicts:
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe

commit 358190cc357dc606f18a85f24bb3a03a66a8b6d4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 20:22:45 2011 -0500

  KYLE TOLD ME SO.

commit 66cb9a8a1a1f524707be27746a36659861ac30de
Author: Kyle <kembs@example.com>
Date:   Sat Nov 26 20:02:18 2011 -0500

  Added life code for monsters (takes 4 bullets to kill a monster for now);

commit 47b447f58bc547369e6617fa3e19cc2e8bbcbdea
Merge: 2b28d80 47d2be5
Author: Kyle <kembs@example.com>
Date:   Sat Nov 26 18:48:48 2011 -0500

  Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe

commit 2b28d804f49acabedd06576455c060cccb93f999
Author: Kyle <kembs@example.com>
Date:   Sat Nov 26 18:48:09 2011 -0500

  fixed spawn points and world size (in Z)

commit 47d2be5fca06473b898acd4484dcfe0073cf96e
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 18:45:07 2011 -0500

  Fixed all tower shooting.

commit 2d764a807ad66f320a2442078c2c0f4ac159918e
Merge: 3cd62c3 80806e0
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 18:38:09 2011 -0500

  Merge branch 'master' of github.com:er1/c376p1

Conflicts:
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
  project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

commit 3cd62c3fa090049efc4b5fb9653b720774b76e39
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 18:37:07 2011 -0500

  ndcnsdl

commit 80806e0cf1df996469e4fb81b27e9ce3a4d6dd16
Merge: c9c93f1 7116d61
Author: Kyle <kembs@example.com>
Date:   Sat Nov 26 18:35:24 2011 -0500

  Merge problems going to be fixed.
  Merge branch 'master' of github.com:er1/c376p1

```

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/Managers/ModelManager.cs
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

commit c9c93f17fbcb9e6fc07d07a522b4331955072e2c
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 18:33:50 2011 -0500

new background and collision was fixed in previous commit by sevan username

commit 7116d6107e998f89063d628a8320f09f2ee70d45
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 18:32:50 2011 -0500

[Redacted]

commit 20fd052ee832f50e2f0ce50bae7faf3f61e49180
Merge: 55ece6a 0b57676
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 17:38:18 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/Managers/ModelManager.cs
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/Towers/tower.cs
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

commit 55ece6a9766f554c498aa29b0b7f1076d8e37116
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Sat Nov 26 17:36:40 2011 -0500

[Redacted]

commit 0b576767e6175cec3beeacc62b45e5ee93f38415
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 17:36:15 2011 -0500

background fixes and keyboard

commit 8fb4779a6f2923deec2aa51e66878d59a94bdb33
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 17:22:58 2011 -0500

Input fix for Spacebar(for action on key release)

commit 2266e46674cdb74b479db3c82e33211e26ea1738
Merge: f1e2fe5 b26a7fb
Author: Kyle <kembs@example.com>
Date: Sat Nov 26 17:11:14 2011 -0500

conflict fixes?
Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

```
commit f1e2fe517892c1824385c3879744becb11fe38b9
Author: Kyle <kemb3@example.com>
Date:   Sat Nov 26 17:10:31 2011 -0500
```

I no idea that I changed

```
commit b26a7fb04911f69da44558666777993b4ea40fd9
Merge: c25d9b4 0b0b25c
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 16:55:21 2011 -0500
```

Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/Towers/tower.cs

```
commit c25d9b49aef9adc6c20e2079dc7d089408553760
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 16:54:18 2011 -0500
```

[Redacted]

```
commit 0b0b25c5828eb883f0a0b8dcefda298cc98bd37c
Merge: 26fe116 0e6e353
Author: Kyle <kemb3@example.com>
Date:   Sat Nov 26 16:45:31 2011 -0500
```

fixes
Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D.suo

```
commit 26fe1162d33710b88771d97411a6c5ffbc9785ac
Author: Kyle <kemb3@example.com>
Date:   Sat Nov 26 16:44:06 2011 -0500
```

Added life and Tower Damage, no specific stats implemented yet

```
commit 0e6e353b61e3bb4236689c337bf4006ac2a7af61
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Sat Nov 26 16:42:51 2011 -0500
```

Added resource construction.

```
commit eef262e8409095e5b103c82f5fe31daefc3da952
Author: Kyle <kemb3@example.com>
Date:   Sat Nov 26 16:11:35 2011 -0500
```

push problems

```
commit 60595ed0eab56817023e21124597bbac7237a06b
Merge: 11eeeeb a62daa4
Author: Kyle <kemb3@example.com>
Date:   Sat Nov 26 16:08:24 2011 -0500
```

git merge conflict
Merge branch 'master' of github.com:er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

```
commit 11eeeeb3ff4f7eea922e8db0565d52addc64bf69
Author: Kyle <kemb3@example.com>
```

Date: Sat Nov 26 16:05:06 2011 -0500

added new files (Towers folder)

commit 914727d600cc3395dd9517459dad267a3c67a4fe

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 16:03:13 2011 -0500

adding diff tower classes

commit a62daa4a4cfce7283ae54f6cb656cee3cc2a71d7

Author: Sevan Gurunlu <alphagman@gmail.com>

Date: Sat Nov 26 16:02:01 2011 -0500

[Redacted]

commit 2187accb2b8d2766690637b1274e971ad62ebd59

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 14:40:39 2011 -0500

Sevan fixed adding towers, only add one tower

commit 24b95164e48c5ce01ff40860d1ec7c7ec78a3d57

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 14:15:07 2011 -0500

folder integration

commit 8cab6c0808251c009169bece0f5facc6d4ca3924

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 14:01:04 2011 -0500

commented some code

commit 2ac3c395c847dfd114efd7d1b1e4e9ae95d88e96

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 13:16:05 2011 -0500

Created folders for .cs files

commit a8d041496d71a679d34e94f9fb034b3be58e6c76

Author: Kyle <kembs@example.com>

Date: Sat Nov 26 12:59:13 2011 -0500

I got towers to shoot bullet (based on Timer), plus Timer for bullet life, and collision detection between bullet and monster lists.

commit 21764d7f4f19720e5ffc69796a8e3069c0a380f0

Author: Kyle <kembs@example.com>

Date: Fri Nov 25 22:54:50 2011 -0500

no idea

commit 478d1217808ebbc3a2b4c7ddf459b4f61920a29d

Author: Kyle <kembs@example.com>

Date: Fri Nov 25 22:46:22 2011 -0500

[Redacted]

commit 00391e166d0668885051d6b4d6c5d5f18870bbfa

Author: Sevan Gurunlu <alphagman@gmail.com>

Date: Fri Nov 25 22:41:23 2011 -0500

[Redacted]

```
commit 447ac07621fb2953f4295b390497d93cba42a915
Author: Kyle <kembs@example.com>
Date:   Fri Nov 25 22:40:42 2011 -0500
```

[Redacted]

```
commit 16d279b63713e296fe79477dc4c889b8934e506b
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Fri Nov 25 22:37:30 2011 -0500
```

New models.

```
commit d73fb7470e0ccdc05f60a5ddd84215b57ed3947
Author: Kyle <kembs@example.com>
Date:   Fri Nov 25 22:30:59 2011 -0500
```

Towers are shooting

```
commit 97773070629f58dfb161f35a134c38ab0aee0eda
Merge: 11996f3 3e7305e
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Fri Nov 25 22:10:02 2011 -0500
```

merger

Merge branch 'master' of ssh://github.com/er1/c376p1

Conflicts:

project/TowerCraft3D/TowerCraft3D.suo

```
commit 11996f328bf3e13b64f1f161d7b55100d50bd2c1
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Fri Nov 25 22:09:08 2011 -0500
```

[Redacted]

```
commit 3e7305ec12f234bfd3e0e0fa4d4f1c2e4d8bf134
Author: Kyle <kembs@example.com>
Date:   Fri Nov 25 22:07:49 2011 -0500
```

fixes

```
commit b6c9c9d95c20da59d5096908392c8486bc360fd2
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Fri Nov 25 17:51:11 2011 -0500
```

[Redacted]

```
commit 879ac00a1dd58867061ac8f4057da00e59a31d4e
Author: Kyle <kembs@example.com>
Date:   Fri Nov 25 17:41:37 2011 -0500
```

tower

```
commit 5b390cc3ee7891f2a625817eb2c4f0171c8b5bb0
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Fri Nov 25 17:30:23 2011 -0500
```

[Redacted]

```
commit f9d14ec6f64f4dfada85742e177624eaede6ea5b
Merge: 09d2984 127b25a
Author: Kyle <kembs@example.com>
Date:   Fri Nov 25 17:22:59 2011 -0500
```

Merge branch 'master' of github.com:er1/c376p1

Conflicts:

TowerCraft

project/TowerCraft3D/TowerCraft3D.suo

commit 09d29846c8289aa8777260988758d619366051ad
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 17:16:47 2011 -0500

[Redacted]

commit 127b25a157e8a34bde0622b86be59e822b399211
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Fri Nov 25 17:14:04 2011 -0500

Changed tower model.

commit 058d45aef7bd2e117ad8cc7b13d013fb21e68a3e
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 17:06:16 2011 -0500

ok

commit a37ebcc33a143f3f8dbbbd10946ff868d3800f8b
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 17:03:14 2011 -0500

[Redacted]

commit 17eb7f7f1321203cb912389810f1bd41a230be08
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 17:03:00 2011 -0500

add towers ontile

commit 7e06eb86b0560dcdbabe2268d4082b077a643b99
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 17:02:20 2011 -0500

[Redacted]

commit a197aca42aecf04a75f59ec55ab8dc40e2531d62
Merge: b81150a 3e2d92f
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Fri Nov 25 16:37:10 2011 -0500

Merge branch 'master' of ssh://github.com/er1/c376p1

commit b81150ae3eedb2a17a0dbad915f61fba7e9e4b58
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Fri Nov 25 16:36:48 2011 -0500

Tower!

commit 3e2d92f10a0fb235ad352a7c9e4ffcf2201c29c5
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 16:22:48 2011 -0500

updated

commit acae0d03fed3584fbe60b6a6966c9b8158aeeb13
Merge: 1816be2 a65eedf
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 15:24:35 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

commit 1816be2e804c8e3fe611985382848d93595534b5

Author: Kyle <kembs@example.com>
Date: Fri Nov 25 15:18:31 2011 -0500

Dont know what

commit 5704718e52d97ccf58240fc7faa005c50c85781b
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 15:15:51 2011 -0500

[Redacted]

commit de48556149a2cfa53d5b8d571590c34de3548f71
Author: Kyle <kembs@example.com>
Date: Fri Nov 25 15:14:37 2011 -0500

[Redacted]

commit a65eedfd538bc090d5ceff90ab5fea1762966e65
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Fri Nov 25 15:04:59 2011 -0500

Tile selection!

commit 1506bae3bc8e876c8068745fec073f5f971aa844
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 21:42:38 2011 -0500

Forgot a file.

commit 29a032a8198e1bbf5ec87ca4a903028a670d28a4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 21:41:06 2011 -0500

Added Colony

commit 0d037aefd6de413a3d48718cb7121ceb942ec714
Merge: 924cecc 7024c58
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 21:40:21 2011 -0500

Merge branch 'master' of ssh://github.com/er1/c376p1

commit 924ceccb021ef8cde54a2f4ef08292813b2301c7
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 21:40:00 2011 -0500

[Redacted]

commit 7024c58c9b016e7d4d258ec3eeb901f9570f2888
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:39:02 2011 -0500

fixed

commit 3ce73d6df3fb7d7a3c73708957cce4a05ead0d8
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:38:56 2011 -0500

fixed

commit 27bc0edd86753ef9a9e205dfe162f18c0b2c85a8
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:38:49 2011 -0500

fixed

commit 8378859c2016b29a92b4bbc694154d177311d89f
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:38:40 2011 -0500

fixed

commit afa22e98fcba969b317870b6a952635c9122bba7
Author: Eri- Chan <chanman_ca@yahoo.com>
Date: Thu Nov 24 21:26:07 2011 -0500

added balloon example files

commit 5a350eb5688ab38b9d95855deec5ebd5a3485a04
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:08:24 2011 -0500

added hitColony bool to check when it hits the col

commit 835bbac965dc2e705ff950bd161e12159caf42dd
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:07:53 2011 -0500

Fixed Monster spawning pos and removing

commit 0a64a9bc5875bc7e65ab9f1930c2fc691c8db214
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:07:05 2011 -0500

Fixed Cam pos

commit 2ee8e5597c5658522660bbf43f6b87f04adef745
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 21:06:13 2011 -0500

Updated Camera position

commit 64f4a82c237656a481f57a0fa96792c435fbba7c
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 20:36:57 2011 -0500

Changes map to Kyle's specifications

commit 98bdc22d31ddb73fc019db4b7b161279cce81e1e
Merge: 0d5875b 2ffd28e
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 20:17:35 2011 -0500

Merge branch 'master' of github.com:er1/c376p1

commit 0d5875beb7554b58a1e8b994ba947080af8153f2
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 20:17:09 2011 -0500

added towermanager

commit 2ffd28e98dd07afb715dd67ebd394d713680ede2
Merge: 5544dca d32615f
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 20:12:22 2011 -0500

Merge branch 'master' of ssh://github.com/er1/c376p1

commit 5544dca08682c09bab61f94989dfcf747e025cad
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 20:11:51 2011 -0500

TILES!

```
commit d32615f926ef396f3d46b923d1e50cd44ecf5b21
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 19:51:46 2011 -0500
```

currently Tower Manager with nothing really working

```
commit b9a03cb4ddf3589d3cf22b258a6cae7fb4188522
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 19:45:32 2011 -0500
```

Added tile components.

```
commit 7cd3920051517305038751fa7bcaaac94f26e6ed
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 18:02:45 2011 -0500
```

fixed bug

```
commit 03a19c4cea7215d6270ff4e86bacfa18eb254e07
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 17:55:45 2011 -0500
```

works

```
commit 11918d1e33dd38e05255991c08f602dcda5b12a2
Author: Kyle <kembs@example.com>
Date: Thu Nov 24 17:54:50 2011 -0500
```

Working WaveManager!

```
commit 12e0dc4a0754fbcea921d138f30b57c0798a7fbf
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date: Thu Nov 24 16:57:24 2011 -0500
```

added gitignore again

```
commit f17cdc868d91a3f3a180179e502f493c0a4def16
Merge: 2984650 21c65d2
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 16:55:04 2011 -0500
```

Merge branch 'master' of ssh://github.com/er1/c376p1

```
commit 2984650ab2ee2831edcdd3cccd20d216ca7ede99f
Merge: 7876d3e 482d6f4
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 16:54:31 2011 -0500
```

Merge branch 'master' of ssh://github.com/er1/c376p1

Conflicts:
project/TowerCraft3D/TowerCraft3D.suo
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/ModelManager.cs

```
commit 21c65d2f8e48c9bb5978105c01f7b760ebf6f261
Author: Kyle <kylechan@.none>
Date: Thu Nov 24 16:54:26 2011 -0500
```

added gitignore

```
commit 482d6f469a75d7759ff4c374980351d38ae57509
Merge: 1e2efd0 bfe55c3
Author: Kyle <kylechan@.none>
```

Date: Thu Nov 24 16:52:39 2011 -0500

mergetime

commit 7876d3e1ec08161ed64f679c915b4bd7a4fbda01
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 16:52:38 2011 -0500

MORE CHANGES.

commit 1e2efd0bd46e5276fc3ca1b83b624b4a17fdeb36
Author: Kyle <kylechan@.(none)>
Date: Thu Nov 24 16:45:04 2011 -0500

modelmanager

commit 1da73dbbb1b6541490be0e9964ed466e1e2cb3a2
Author: Kyle <kylechan@.(none)>
Date: Thu Nov 24 16:44:14 2011 -0500

tower

commit 03890208b78f16d0f6ab00e3c1b3d8a12453d855
Author: Kyle <kylechan@.(none)>
Date: Thu Nov 24 16:38:49 2011 -0500

added

commit bfe55c3e3363e7d7ff17018c77765854499f4156
Author: Sevan Gurunlu <alphagman@gmail.com>
Date: Thu Nov 24 16:31:57 2011 -0500

Map, tile, tower changes.

commit 8736472bdab9aff24bad97f52261364c9cef22ce
Author: Eri- Chan <chanman_ca@yahoo.com>
Date: Wed Nov 23 20:16:54 2011 -0500

[redacted]

commit af49ac6e18770accbb21e6e77a0c8b58ac0b601e
Author: unknown <kylechan@.(none)>
Date: Wed Nov 23 19:54:49 2011 -0500

just fixing diff problem

commit 3e379608e1bafa5f3041ba0cbe0122493efbc5be
Author: unknown <kylechan@.(none)>
Date: Wed Nov 23 19:13:49 2011 -0500

Added function to shoot stuff in the Model Manager

commit b350b46c7211636ae9600f3f38965589f97e84f8
Merge: f2b6aa4 98c1fd6
Author: unknown <kylechan@.(none)>
Date: Wed Nov 23 18:23:49 2011 -0500

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

Conflicts:

project/TowerCraft3D/TowerCraft3D.suo
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/DesignTimeResolveAssembly
ReferencesInput.cache

```

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/ResolveAssemblyReference.
cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileL
istAbsolute.txt
    project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
    project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/ContentPipeline.xm
l

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/DesignTimeResolveA
ssemblyReferencesInput.cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/Models/Char/Char_0
.xml

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/Models/Monster1/mo
nster1_0.xml

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/ResolveAssemblyRef
erence.cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/TowerCraft3DConten
t.contentproj.FileListAbsolute.txt

commit f2b6aa4ac55d512d5ae5a1c7e93527fc471e484f
Author: unknown <kylechan@.(none)>
Date:   Wed Nov 23 18:07:56 2011 -0500

    test

commit 2d3829490b03f4fef10a392c6a55966639f2456c
Author: unknown <kylechan@.(none)>
Date:   Wed Nov 23 18:04:25 2011 -0500

    update

commit 98c1fd6c760c458eea76f17b18f2dcee6d98665c
Merge: 3c0627a a354955
Author: Sevan Gurunlu <alphagman@gmail.com>
Date:   Wed Nov 23 17:49:46 2011 -0500

    Tower, map, tile. Merge branch 'master' of ssh://github.com/er1/c376p1

    Conflicts:
        project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.exe
        project/TowerCraft3D/TowerCraft3D/TowerCraft3D/bin/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/DesignTimeResolveAssembly
ReferencesInput.cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/ResolveAssemblyReference.
cache

project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.csproj.FileL
istAbsolute.txt
    project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.exe
    project/TowerCraft3D/TowerCraft3D/TowerCraft3D/obj/x86/Debug/TowerCraft3D.pdb

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/ContentPipeline.xm
l

project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/DesignTimeResolveA
ssemblyReferencesInput.cache

```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/Models/Char/Char_0.xml
```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/Models/Monster1/mo  
nster1_0.xml
```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/ResolveAssemblyRef  
erence.cache
```

```
project/TowerCraft3D/TowerCraft3D/TowerCraft3DContent/obj/x86/Debug/TowerCraft3DConten  
t.contentproj.FileListAbsolute.txt
```

```
commit 3c0627a3ef316dddc255ae7f466ab995108016a8  
Author: Sevan Gurunlu <alphagman@gmail.com>  
Date:   Wed Nov 23 17:40:55 2011 -0500
```

Added map, tile, tower stuff

```
commit a354955c5071d57dc1699dec2d9aa9bc219617e1  
Author: Eri- Chan <chanman\_ca@yahoo.com>  
Date:   Wed Nov 23 16:36:26 2011 -0500
```

cleaned

```
commit 65f559140a9866ca22574c61048bb915fd5b9699  
Author: Sevan Gurunlu <alphagman@gmail.com>  
Date:   Wed Nov 23 16:31:04 2011 -0500
```

there

```
commit e19554df23d0d6456cc8c9ad04c8d8b5d1f91533  
Author: Sevan Gurunlu <alphagman@gmail.com>  
Date:   Wed Nov 23 16:29:00 2011 -0500
```

added_me

```
commit c49f817758649792ba974a2f5604fe98728d215f  
Author: unknown <kylechan@.(none)>  
Date:   Wed Nov 23 16:05:36 2011 -0500
```

Monster class spawning, added projectile class, working on tower class

```
commit 8979b773d4306ec0a2ed5bc01fd0f5c00b50b9ad  
Author: unknown <kylechan@.(none)>  
Date:   Wed Nov 23 14:43:37 2011 -0500
```

added stuff

```
commit 5bda4484ffb4177f9249b3ea6f563ae26dd503b5  
Merge: 0698ad8 666b838  
Author: unknown <kylechan@.(none)>  
Date:   Tue Nov 1 14:39:42 2011 -0400
```

Merge branch 'master' of [github.com:er1/c376p1](https://github.com/er1/c376p1)

```
commit 0698ad8716515a4ead4f0d470ed9205987896c6f  
Author: unknown <kylechan@.(none)>  
Date:   Tue Nov 1 14:38:14 2011 -0400
```

added files

```
commit 666b8387f8dcbdd73fd8c51cc3c8799106a1b9e3  
Author: Eri- Chan <chanman\_ca@yahoo.com>  
Date:   Tue Nov 1 14:36:18 2011 -0400
```

test2

```
commit 211af802d5765489016e00447b9f72f774a46375
Author: unknown <kylechan@.none>
Date:   Tue Nov 1 14:33:49 2011 -0400
```

test

```
commit bb0d5d3d655660e8f00e013bb7d6f5578b4d3a9f
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Tue Nov 1 14:06:21 2011 -0400
```

dirs

```
commit 19c5b9670d842a4ba54940d7b15032db4b65a5be
Author: Eri- Chan <chanman\_ca@yahoo.com>
Date:   Tue Nov 1 13:13:04 2011 -0400
```

first commit