Production Notes-

2/14/13

-implemented scenes

2/15/13

-GDD Ver1 uploaded, basic enemy types and player weapons defined

-multiple bullets firing, bullet class

-fixed design, set programming standard

Tasks for next meeting:

-Bullet collision

-fix bullet texture

-enemy spawn bullets

-scene loader

-enemy list

-Score counter

2/21/13

Animated sprite

Bullet delay

Fixed bullet textures

Enemy List

Bullet Collision

2/22/13

Jonathan and Isidro not present

Enemy bullet collision

Game Over screen

If you get hit you can lose game.

Scene Manager class

3/2/13

Tri-shot cannon

Score system

Timer added

Multi-photon cannon( lv 1, plane weapon)

Tank enemy

Mouse aiming shot

3/4/13

Slider Enemy

Upgrades work

Simple mode switch

Rail gun

3/7/13

Laser added

Health system in use

3/11/13

Tweening FrameWork

Animiations have call back support

Texture manager

Restart on death.

Can delete scenes

Splash screen.

Commit issues resolved

Laser implemented

3/13/13

Code organization

Lasershot works as an upgrade

Upgrade disappears after getting it

Scrolling background

Player mode switch between Gunner and Plane mode

3/15/13

Player to enemy collisions

Balance changes

Clean code

Everything is now statically linked

3/16/13

Level Loader

Sword attacks

Blink for Gunner mode