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

2/15/13

Animated sprite

Bullet delay

Fixed bullet textures

Enemy List

Bullet Collision