Milestone 2
Part 1: Updated Game Document
In this section, you will outline any changes made to the game design and development since the initial project proposal. Your updated game document should include the following:

The game's scope has been stripped back drastically. We're removing stage transitions and are instead moving to an endless design with consistently increasing waves. We're reducing the number of towers and enemies types. We're trying to maintain as many of these as possible but are focused on completing the game before adding variety. We're hoping to have the MVP finished with the game loop build and debugged by the due date. We've had a couple of problems getting the systems to interface as expected but this has been solvable with a couple of hours of debugging.

Part 2: Updated Project Timeline

Task 1: Player Module
       Keaton: 20%
       Design player abilities and interfaces
       Justin: 80%
       Create the controller for the player to interact with the player entity
       Retool targeting behavior from towers to work for the player entity
Task 2: Shop Controller
       Keaton: 50%
       Setup currency infrastructure
       Justin:50 %
       Setup purchasing infrastructure
Task 3: Enemy Controller
       Keaton:40 %
       Retool Tower ai to support the Enemy entities
       Justin: 60%
       Setup Ai to attack the player and the core tower
Task 4: Tower expansion
       Keaton: 80%
       Add in supporting functions to add in some of the designed towers
       Connect the towers to the projectile entities
       Justin: 20%
       Finish tooling the engine
Task 5: Projectile Entity
       Keaton: 75%
       Implement the required generic class
       Setup collision handler
       Justin: 25%
       Test and extend into the subclasses for individual projectiles

Final Game Submission: April 26
        Complete MVP
Final Game Presentation: May 4
        Present your game during the final period for this class

Part 3: Technical Challenges

We have not had any major technical pitfalls that have delayed development. The majority of our issues have been able to be resolved within a couple of hours. Most of the problems we have encountered have been more related to scheduling time to work on development.