Part 1: Updated Game Document

- The game flow has been changed to place more time pressure on the player. For example, the shop is timed giving rewards for the less time they spend in it. Enemy waves spawn if all the previous enemies were killed or off a timer whichever is first.
- Instead of swapping to a different screen for the shop, it will all happen on the map.
- Added the idea of stages to the game that use different backgrounds to add a sense of progression. Bosses could be added at the end
- The player no longer actively moves all the towers as a single unit, instead, towers can be equipped to add effects to their character. The character controls a portable single unit, allowing them to respond to weakened areas actively.

We've pushed the game to be more of a fast-paced rogue like incentivizing the player to move quickly and play riskier instead of taking their time. This should keep the game more interesting while rewarding those who can multitask and think on the fly. We've moved away from the system where the player piloted all of the towers to one more similar to a traditional tower defense game. This lowered the game's complexity drastically, instead, we've decided that the player can control a character that can move around and actively respond to threats. This avoids the passive gameplay of a normal tower defense game.

We're behind on the timeline we set because it didn't take into account the amount of time it would take to build up the infrastructure necessary. We've mostly completed the game design phase and the engine is nearly at the point where it supports all the features we identified as necessary. We could have attempted to scrappily implement sections of the game but with the scope, the code would become unwieldy rapidly. Our development and implementation speed should pick up rapidly in the next few days as the engine portion is finished.

Part 2: Updated Project Timeline

Task 1: Engine development - mostly completed in code, currently building out the remaining infrastructure to generalize towers as an object allowing for easier creation and implementation. This should be finished early next week.

Justin: 90%

Implemented an initialize-on-start engine with components of the engine available anywhere in the module.
Implemented a base entity class and handler.
Implemented a scheduler for delayed/future tasks/coroutines.
Implemented an event handler.
Implemented the base game.

Keaton: 10%

Identified core features

Task 2: Unit Design - fully created 5/20 towers the remaining towers have their effects and concepts planned they only need stats and which of the identified statistics apply.

- Justin: 10%
  - Introduced tower concepts and proposed designs.
- Keaton: 90%
  - Created a spreadsheet outlining all towers and their effects.
  - Assigned stats to tower concepts
  - Created sprites for some towers

Task 3 Game Design - designed and refined the gameplay loop to improve and expand it while lowering total complexity.

- Justin: 50%
  - Move to more traditional tower defense gameplay
  - Addition of stages to the gameplay
- Keaton: 50%
  - Initial idea
  - Equipable tower concept
  - Move to put time pressure on the player

This updated timeline should include tasks and deadlines for each upcoming milestone. Assign a team member to each task according to their roles and responsibilities as you did in the project proposal. The updated project timeline should also include any tasks that have been postponed or moved up for Milestone 2 and the Final Submission.

Milestone 2: April 12

- Finish code supporting tower development
- Finish tower stat design.
- Code first half of the towers
- Retool towers function to work for enemies
- Design enemies
- Code first enemy

Final Game Submission: April 26

- Completed the remaining towers
- Code enemies
- Ballance and test game
- Fix emergent bugs
- Completed Game Document

Part 3: Technical Challenges

Include any technical challenges encountered by the team and how these challenges have impacted the development timeline.