

Milestone 4

Challenges:

- Majority of our challenges originated from our lack of communication. There was a clear disjunction in the group as to who was currently working on what, what was expected of the other members at the time, etc.
- We are a little behind schedule if we are to finish the game on time. If we realize that we will not be able to complete everything, we will drop all “extra” aspects of the game and just focus on the functionality of the Front-end, middle layer, and back-end
- We have had issues with collisions and are still working on a fix. This is a big issue since the entire concept of our game is that you die when you are hit by a bullet.

Database Design: Our database will have 2 primary data sets, the login of a user (username and password), and the leaderboard (score, name, time). It utilizes php and mySQL technologies to store and access this data.