Milestone Document should include:
- What features were completed?
  - Movement collision game balancing and bullet patterning - Jonathan
  - PauseMenu UI - Kevin
  - Registration/Login/About us web page - Austin, Mitch and Rahul
  - Death Screen UI- Kevin
  - Main Menu UI- Mike
- What worked during the demo?
  - Character movement
  - Bullet firing
  - Website
  - Collisions
- What issues were faced either during the development or during the demo?
  - The scripts for the PauseMenu and Death Screen UI were not linked back to the buttons on the UIs (pushing error)
- What were the suggestions offered by the TA?
  - Better communication via Jira
  - Meeting in person
  - Put website redirect inside game