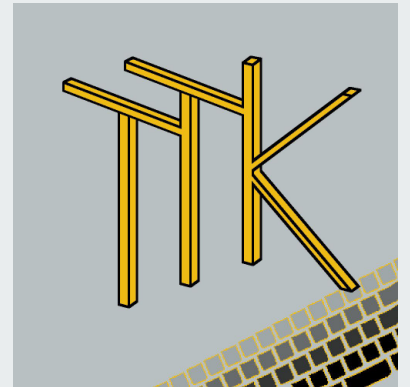# Status Report

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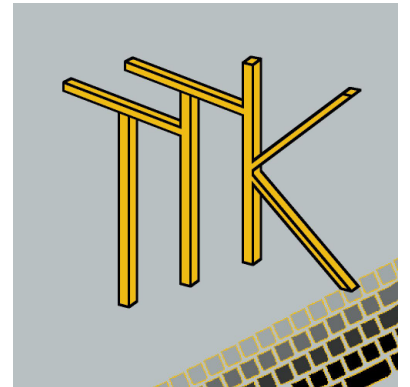
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Overview

- Overall Game Progress
- Things that still need to be completed (Pair Programming)
- Gantt Chart and Prework Checklists
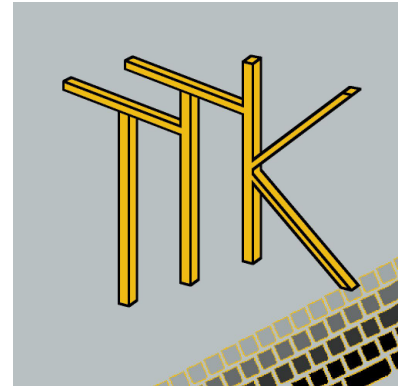- Android Demo

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Progress

- Shop Implemented
- Bigger, Better Main Tower
- More Enemies
- Fighter Special Ability - Bash
- Mobile Controls and Haptic Feedback
- Sound Engine Complete - Needs to be worked into everyone's features
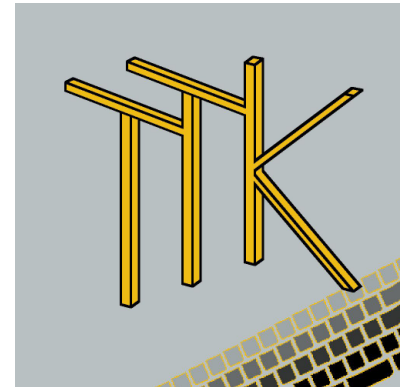- Coins
- Credits Menu

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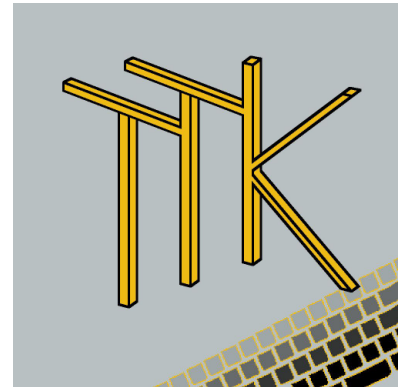
Prework (Covering Gantt)

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Things that still need to be completed

- Features need to be tied into the sound engine
- Settings Menu - Difficulty, BC Mode, Accessibility
- Score System
- Bugs/Unexpected Behavior
- General Balance
    - Enemy Spawning
    - Shop Prices
    - Pacing

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Android Demo - v0.3.0-1

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