April 11, 2018

PANIC! AT THE COMPUTER INC.

Colorado School of Mines

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Professor Mark Baldwin

1600 Arapahoe St.

Golden, CO 80401

Dear Professor Baldwin:

Our goals for this deliverable were to fix any bugs in our game and to implement any major functionalities that had not yet been added. Also, we tested the game as it is so far. During this phase, we were able to add music and sounds with the ability to turn them on and off from the main menu and fix several bugs. Some things that now work include saving the number of lives between levels, no possibility of killing the bosses--which would break the level--, stamina level tied to attacks to keep the game from being too easy, and levels are locked in the select page if the previous level has not been completed yet. Additionally, the game was tested according to our test plan (included).

We met twice as a group, once to discuss who would handle what and once to write this letter.

There are still some minor bugs that need to be fixed, but these for the most part do not greatly impact the gameplay. These bugs will be fixed during the next deliverable.

Best regards,

PANIC! AT THE COMPUTER INC.

Tracy Karol

Anna Nienhaus

Kolton Ponte

Joel Walker