Task List

Make Scorcher Code Universal in the step event for Scorcher

PWNE – Working on cleaning up AI and another enemy  
Otis – Learning GML  
DNA – Art, making all characters in one object as well as the bullets, new enemy sprites, UI and GUI clean up, map touch ups  
Matt – Working on cleaning up code and efficiency, also modifying gun values and upgrade and damage values

Additions

One more SMG my thoughts is a MPX ASP looks like this

