Purpose:

Recreate Bloons TD Battle with Pygame

Phase 1 Requirements:

* Balloons
  + Move along the path of the map
  + Pop when shot
  + Appear periodically
* Monkeys
  + Shoot at balloons periodically
  + Placed by the user with money at the chosen location
* Maps
  + Path for balloons
  + Areas for placing monkeys
* Money / Lives
  + Player stats

Phase 2 Requirements:

* Make online multiplayer

Phase 3 Requirements:

* Multiples Ballons
* Upgrades, more monkeys

Entry 1 - 2/26:

DONE:

* Monkey
  + Shoots Dart at the balloon
  + Range of Monkey
  + Image of Monkey
  + Monkey attributes
* Balloon
  + Image of Balloon
  + Basic movement
* Darts
  + Shoots in balloon direction
  + Image of Darts

Next:

* Map
* Collision Detection (Dart with Balloon, Monkey Range with Balloon)