T.E.A.M.
(Team Everything And More)
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Progress: What's Been Done Recently?

- Weekly Refactoring
  - Adjusting code to prepare for multiple maps

- Additional block types
  - Water (impassible, can be shot across)
  - Metal (reflects laser, impassible, blocks cannon fire)

- Implementation of Owen's tank models
  - Multiple variants

- Pause menu with sound/music/exit, main menu
  - Bugged, not in current build
Horizon: What's Next To Do?

- Fix the menu bugs so the menus can be tied in
- Complete refactoring of level loading code
  - Includes putting connection UI before actual game screen
- Focus on completing logic for multiplayer games
  - With remaining time frame, Campaign is on back burner
- UI integration (incomplete from last presentation)
  - Health/energy during fights
  - Player customization (tank, commander, color)
  - Note: Custom tanks done, simply need selector code and code for color tinting
Test time!

There is no class test this week.

(Demonstrate new tank models.)