T.E.A.M.
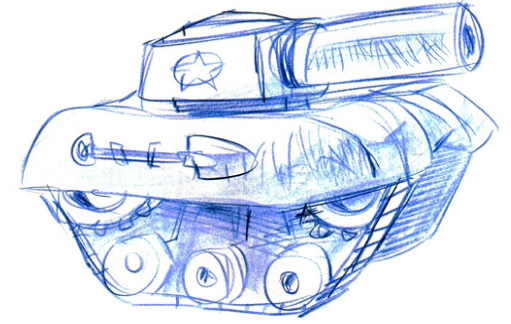# (Team Everything And More)

Stewart VanBuren
Daniel Greenberg
Owen Kish

Progress:
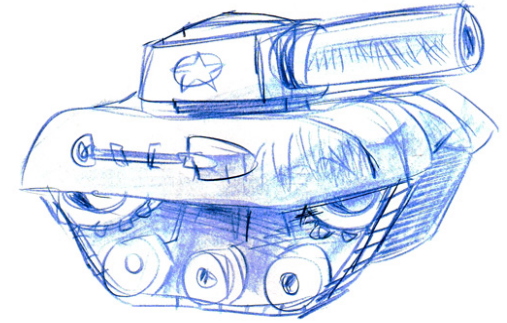# What's Been Done Recently?

-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
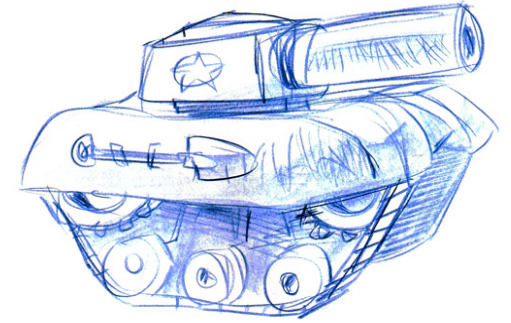   -Bugged, not in current build

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.)