Group 1 COP4331
Meeting Minutes
October 24, 2014

Notes:

- For the scoreboard system, GameMaker has built-in functions to work with the Google Play Service.
- By the end of this weekend, we'll try to have a rough draft of the map ready, so we can begin setting up paths for the third prototype.
- How will waves work exactly?
    - We could have 2 "wave" rounds
        - Represents a 2 part semester; midterm and final
        - 16 waves per game

Prototype 3:

For the next prototype, we want to have...

- Multiple set paths on the map for the enemies to walk on
- Multiple paths will be taken by enemies, meaning when they come to a fork in the road they may randomly choose one or the other
- Multiple tower types
    - Perhaps the normal tower and an area of effect tower