* **Things to cut**
  + Remove unnecessary assets from in the game
  + We need to do a cleanup of old files in the project folders. Right now, there’s way too much that’s being unused.
* **Things to change**
  + Background - Terrain Building
  + Trap UI
  + World Map UI - Blake
  + Wave sizes need to be limited, right now it’s far too many monsters[Lee] (might be done)
  + Making monster more defensive, so more hp (?)
  + 30 seconds between waves (might be done)
* **Things to add**
  + Visual feedback that tells the player when something has happened.
  + Sound feedback that tells the player when something has happened.
  + Some indication of when a new wave is incoming. A countdown would be nice. “Next wave in XX seconds” “Warning wave incoming” etc.
  + Specify types/amount of monster in level generation[Lee & Andy]
  + Description of traps present with minimal text, and mostly through a descriptive icon
  + Having button changing camera view from lower perspective to god like perspective
  + Floating damage when monsters, enemies, player’s trap taking damage