* **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