Change Tracker

Change Description	Requirement(s):	Change Builder	Status	Branch
UNIT TESTS	Requirements.*	Bruno	Done	unit_testing
Give fortresses different health (FORTRESS_HEALTH)	UR_ET_UNIQUE_SPEC	Cassie	DONE	Fortress_stats and new_fortresses
Make sure fortresses do different damage (FORTRESS_DAMAGE)	UR_ET_UNIQUE_SPEC	Cassie	DONE	Fortress_stats and new_fortresses
After a certain amount of time, damage from fortresses increases - for each fortress, when the timer gets to a specific time, set the damage for it

(FORTRESS_IMPROVE) | UR_ET_IMPROVEMENT | Cassie | DONE | fortress_stats |
Add 3 fortresses	UR_ET_MIN_START	Alasdair	DONE	new_fortresses
Make sure fire station gets destroyed after a certain amount of time - need to change the texture	UR_ET_DESTROYS_STATION	Alasdair	DONE	new_fortresses
Add Patrols	UR_PATROLS, SFR_IMPLEMENT_PATROLS	Lucy	DONE	patrols
Add controls button to main menu to explain how game works	UR_INSTRUCTIONS, SNFR_INSTRUCTIONS	Jordan	DONE	misc
Change counter to count down on the screen	UR_INTUITIVE	Cassie	DONE	fortress_stats
Change to 4 trucks and switch between them (keep the different specs) rather than selecting the firetruck at the beginning of the game	SFR_FIRETRUCK_STATS and SFR_FIRETRUCKS_SELECTION	Lucy	DONE	multiple_firetrucks
Definite ending to map - add city walls around it	UR_INTUITIVE	Alasdair	DONE	new_fortresses

Make the fortress attack projectile aim at you	UR_FORTRESS_ATTACK	Lucy	DONE	patrols
Edit high score calculation and save the highscore between game instance	UR_HIGHSCORE	Lucy	DONE	highscore
Make game window larger	UR_INTUITIVE	Lucy	DONE	patrols
Show where other fortresses are on map - minimap	UR_INTUITIVE	Bethany		Minigame
Improve quality of JavaDocs and add missing ones	Rubric	Lucy	DONE	javadoc_edits
Minigame	UR_MINIGAME	Bethany	DONE	minigame
Change so the user has to press a key to attack an enemy entity	N/A	N/A	NOT STARTED	N/A