

Our layers for the game Gods War are as follows:

- **Functional minimum:**
 - Fight View, 3 Gods, 3 Cities
- **Your low target:**
 - Functional Minimum + Map View, 1 extra god and city, Combo System(added)
- **Your desirable target:**
 - Low target + Perk system, 1 extra god and city
- **Your high target:**
 - Desirable target + Particles, AI, 1 extra god and city
- **Your extras:**
 - Fatalities, Networking

Currently we have not surpassed the functional minimum. For the alpha release we were able to complete the fight view, one god, and one level. We have most of the map view and other cities currently waiting to be implemented into the game, but none of them were able to make it into the alpha release. We have not made many changes, although we did add Xbox controller functionality to the game and is present in our current build. Additionally, the combo system will be added to our low target layer.