



BRAINSTORMING

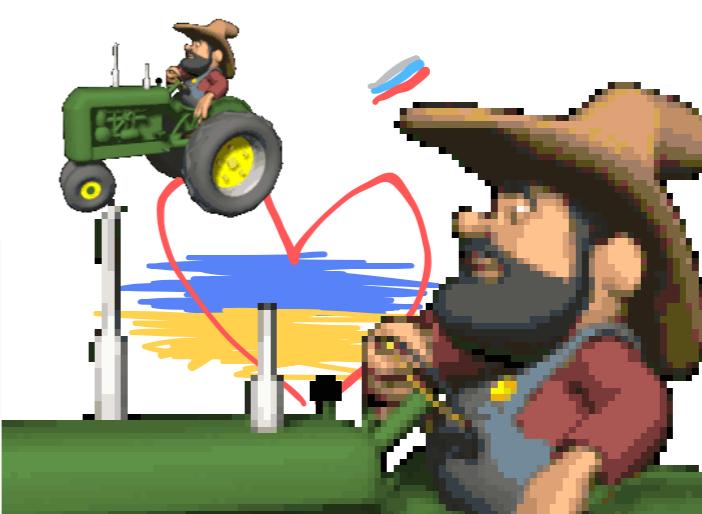
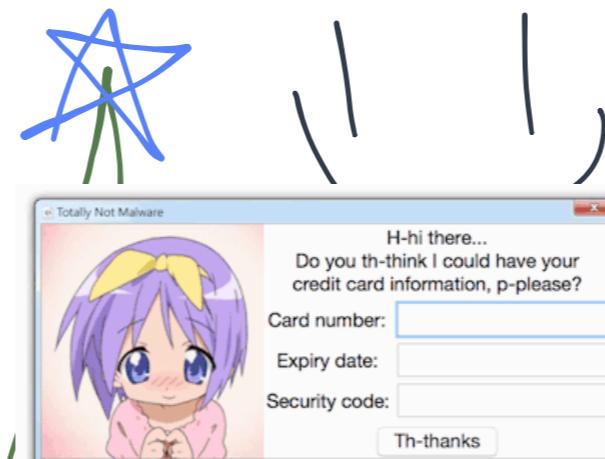
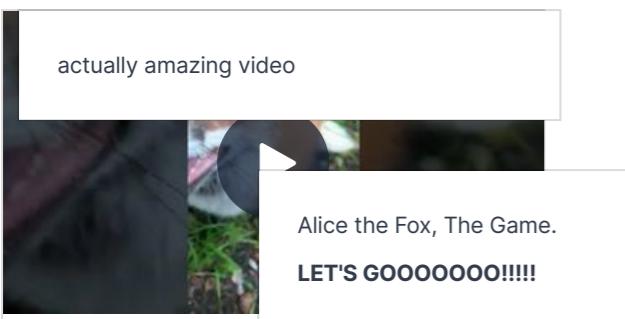


Tasks



New Board

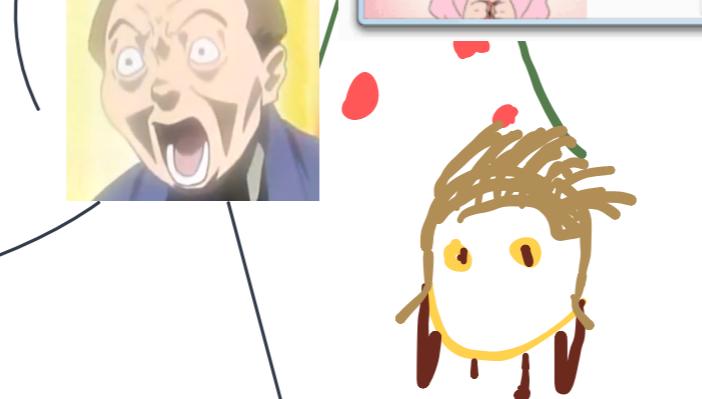
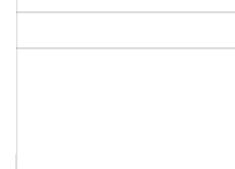
15 fusion



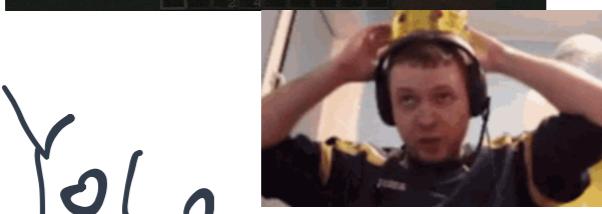
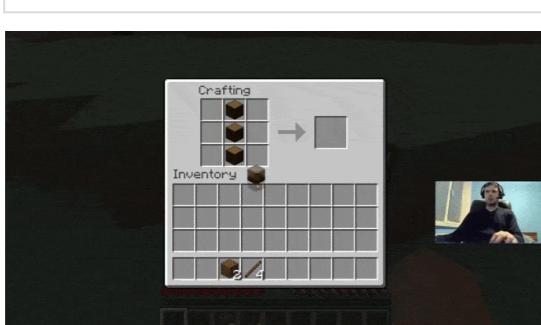
I love milk with cereal but not cereal with milk

- party = gaming
- Make game idea
- party
- make game
- party
- sell game to lowest bidder
- party
- gaming
- gaming
- summer ends here
- contemplate life choices
- realise this list is why noone loves me :(

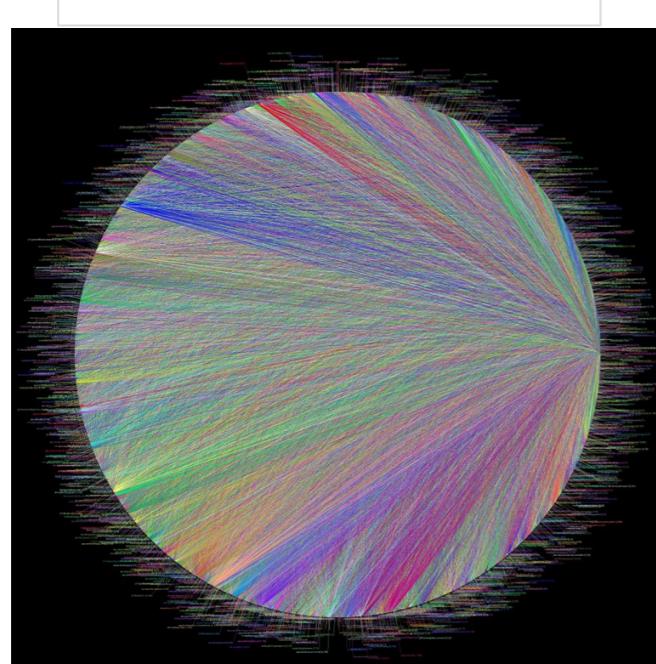
VIDEOS TO

This
TBH

10/10



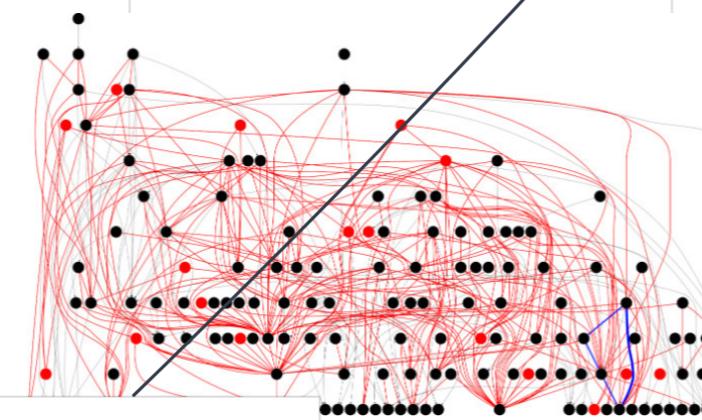
Class coupling in our game



Linus approves of this code, merged into linux kernel

```
$ (w)
    ...
    else if(position > $('#content_6').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(5).addClass('active');
    }else if(position > $('#content_7').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(6).addClass('active');
    }else if(position > $('#content_8').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(7).addClass('active');
    }else if(position > $('#content_9').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(8).addClass('active');
    }else if(position > $('#content_10').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(9).addClass('active');
    }else if(position > $('#content_11').position().top){
        that.sidebarL1.removeClass('active');
        that.sidebarL1.eq(10).addClass('active');
    }
});
```

UML scheme



```
rocket = love.graphics.newImage("sprites/enemies/rocket.png")
rocket_y = 235
rocket_width = rocket:getWidth()
rocket_height = rocket:getHeight()

rocket2 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket2_y = 50
rocket2_width = rocket:getWidth()
rocket2_height = rocket:getHeight()

rocket3 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket3_y = 80
rocket3_width = rocket:getWidth()
rocket3_height = rocket:getHeight()

rocket4 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket4_y = 110
rocket4_width = rocket:getWidth()
rocket4_height = rocket:getHeight()

rocket5 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket5_y = 140
rocket5_width = rocket:getWidth()
rocket5_height = rocket:getHeight()

rocket6 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket6_y = 170
rocket6_width = rocket:getWidth()
rocket6_height = rocket:getHeight()

rocket7 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket7_y = 205
rocket7_width = rocket:getWidth()
rocket7_height = rocket:getHeight()

rocket8 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket8_y = 235
rocket8_width = rocket:getWidth()
rocket8_height = rocket:getHeight()

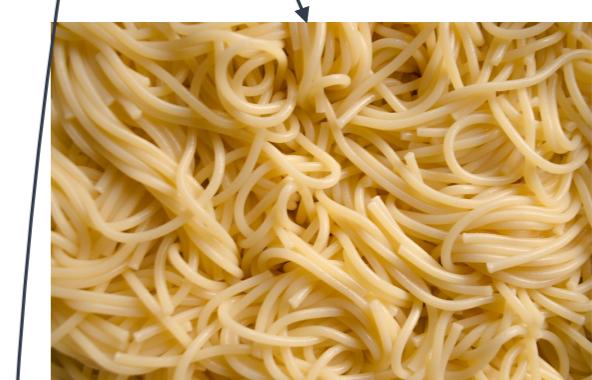
rocket9 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket9_y = 150
rocket9_width = rocket:getWidth()
rocket9_height = rocket:getHeight()

rocket10 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket10_y = 185
rocket10_width = rocket:getWidth()
rocket10_height = rocket:getHeight()

rocket11 = love.graphics.newImage("sprites/enemies/rocket.png")
rocket11_width = rocket:getWidth()
rocket11_height = rocket:getHeight()

rocket12 = love.graphics.newImage("sprites/enemies/rocket.png")
```

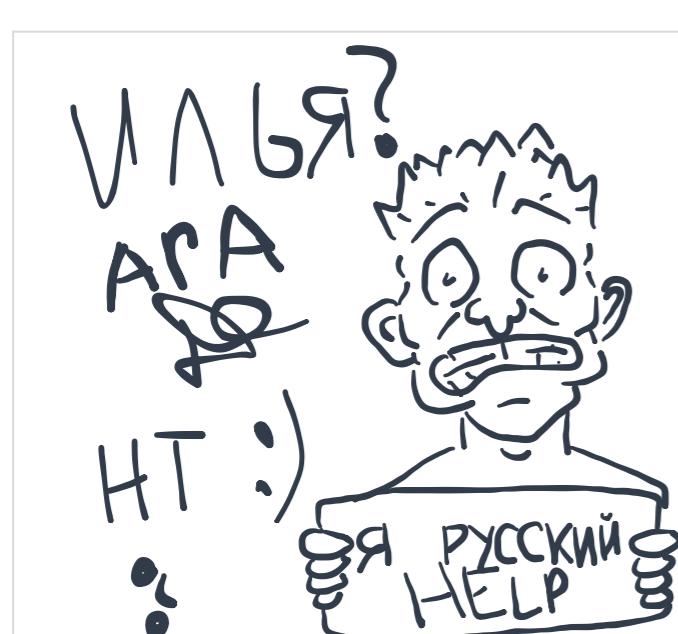
Code reference



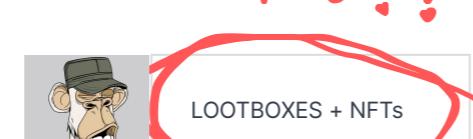
Game icon (either one)



5/10 = 11/10



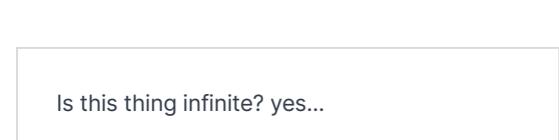
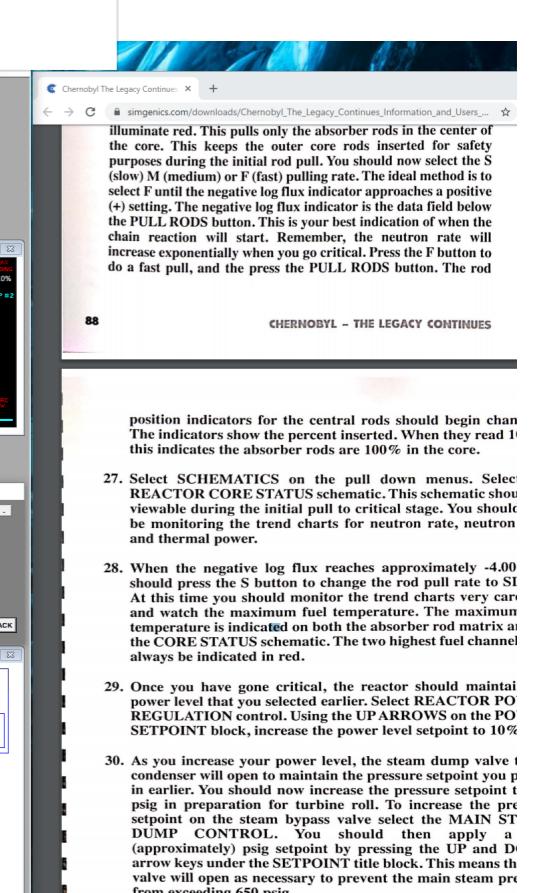
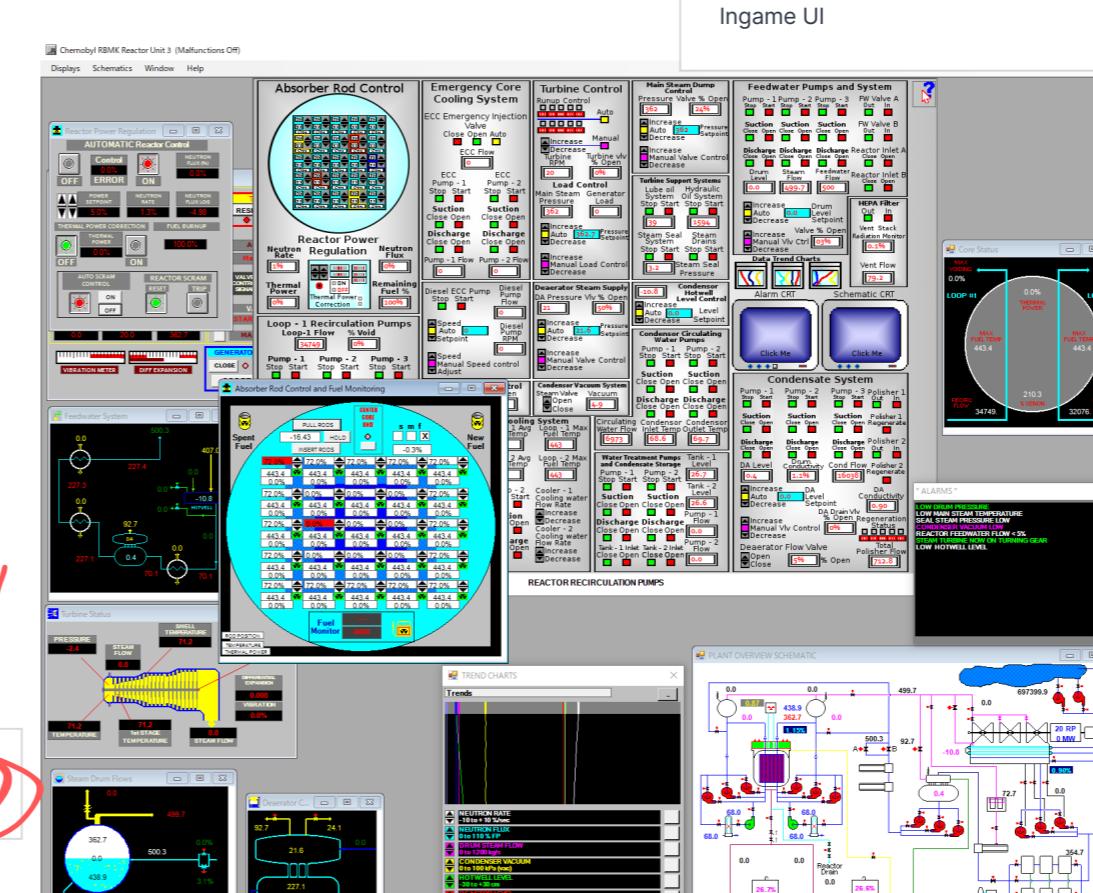
Add!!!



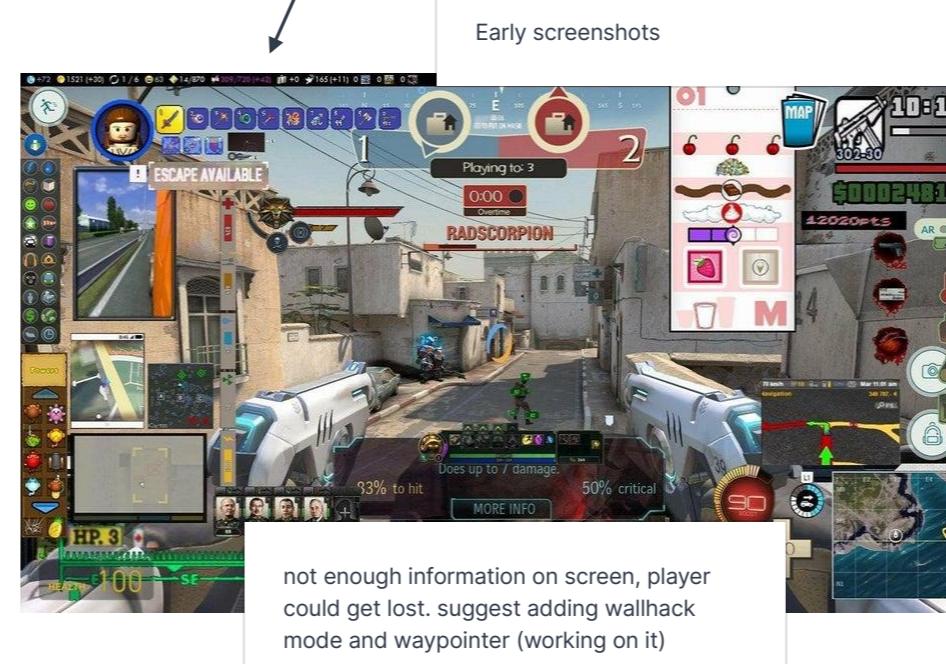
LOOTBOXES + NFTs

L = F ?
P = NP
Futty race?

deleted by the request of Roscomnadzor



F0? ~~WP~~
WP
G



Early screenshots

OUR GAME ENGINE

Windows
Movie
Maker

Windows 10

Wat is even happening