

Project Report

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Summary

This project represents a game, simulating the stress and critical thinking of a real life job.

The game provides an immersive and relatable story, engaging gameplay, progressive difficulty and animations

Progress

Completed Features

- Cross Platform Support
- Drag and Drop
- Time Stop
- Score Tracking
- Explosion Animation
- Sound Effects
- Music
- Start Screen
- End Screen
- Objective Overview

| The current version of the game is complete.

Resources

- Programming Language: Lua
- Development Tools: Pico-8
- IDE: Zed, Neovim

- Assets: Custom Sprites

Timeline

- Week 1: Research
- Week 2: Design
- Week 3: Development
- Week 4: Validation