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For Group 2’s Classic 2D game remix we did a level based on the Kirby series. Our game centers on a slime trying to get back home. Once you finish the level by making it to the end of the level you win. The Gameplay Requirements are met with our main mechanic, which is Goober's ability to absorb enemies and clone their elemental powers. All the character sprites including Blue Goober, Red Goober, Green Goober, Fire Enemy, and Wind Enemy were done by our Character Artist, Clay Howard. He also made the Goober run animation. The environment tile sprites were created by our Environmental Artist, Logan Smith. He made the fireball animations. Tech designers Carlos Silva and Alfred Ramirez made all the level designs: Carlos made the first half of the level and Alfred created the second half along with the menu options, and basically putting the game together. Coder Asha Fredericks with help from Tech designer Carlos took care of the code regarding the project.

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