

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

Nostalgia Game Development

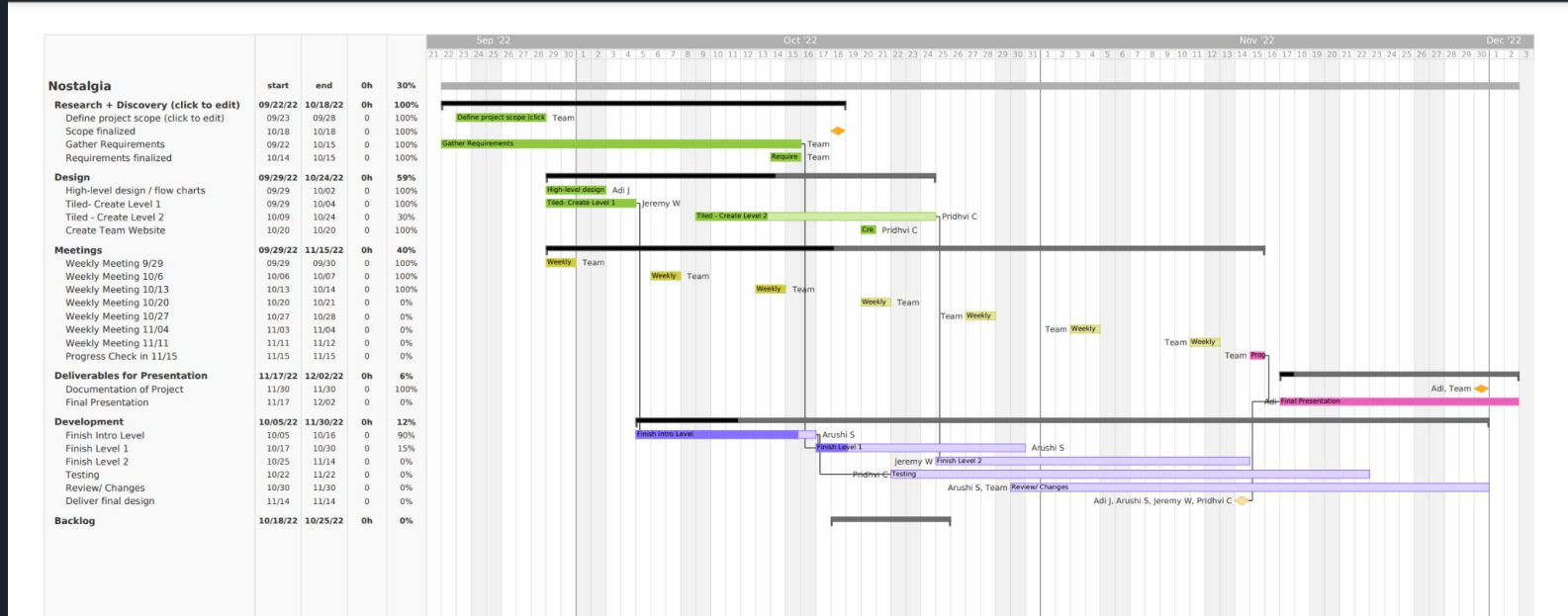
Jeremy Wood, Arushi Sharma, Prudhvi
Chowdary, & Adilakshmi Jammigumpula



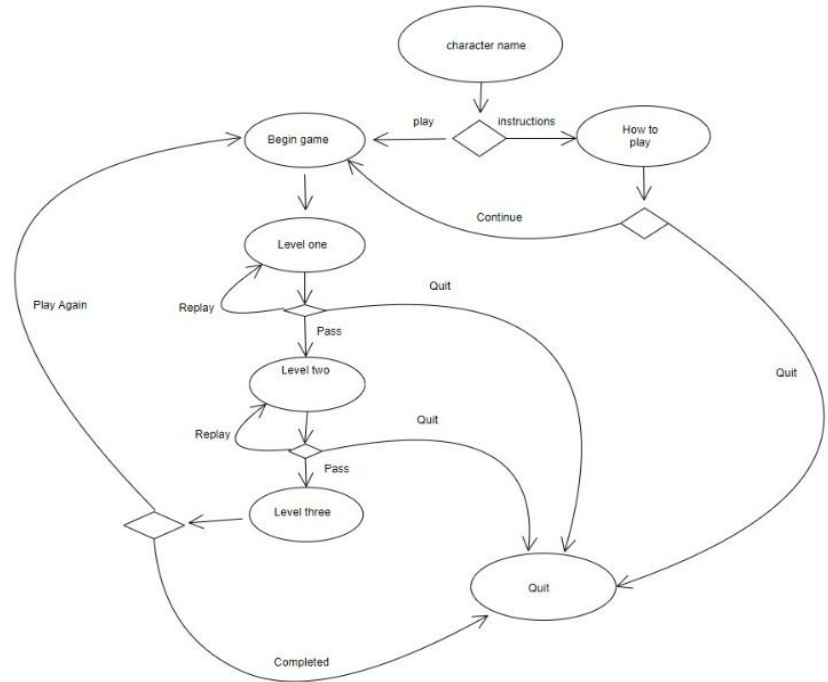
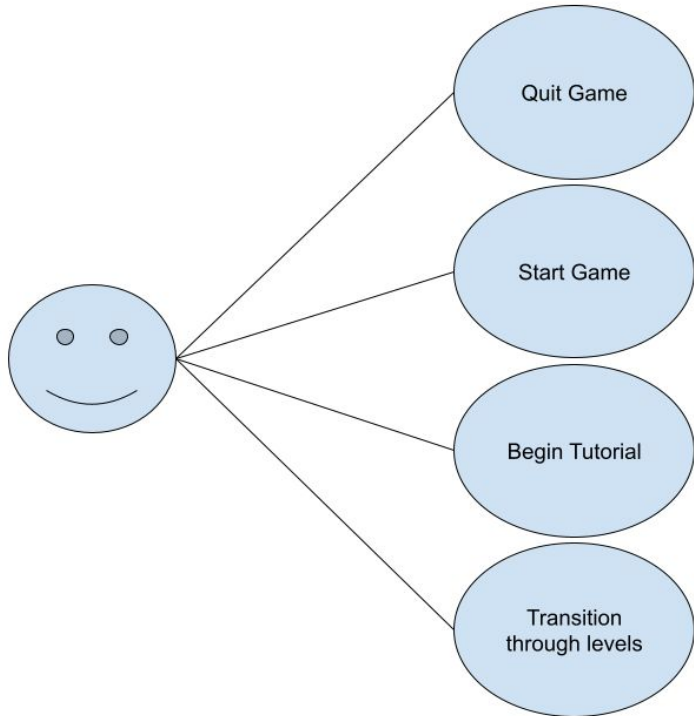
Game Overview

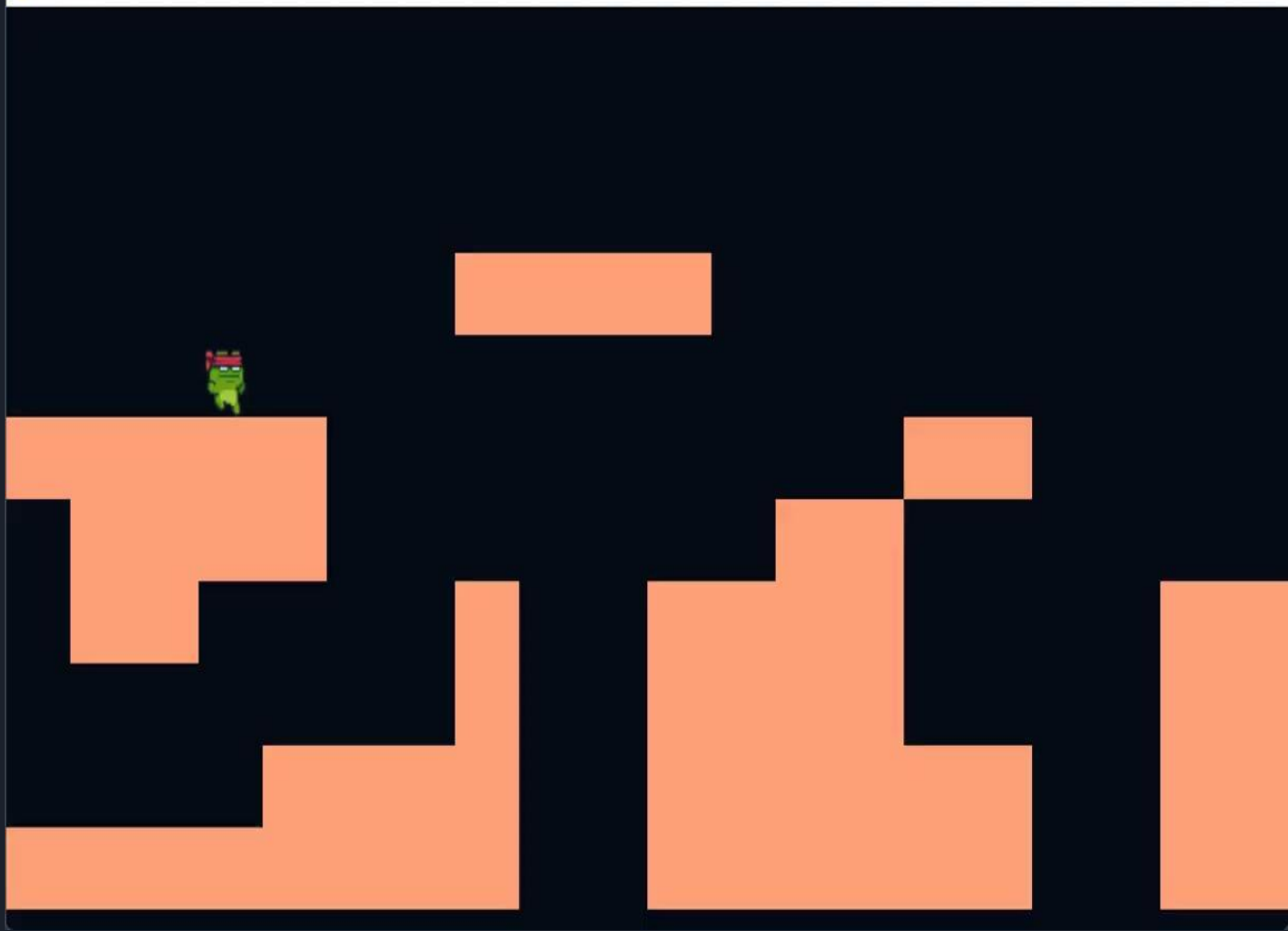
- Combination of 1990s 2D computer games, with our own twist
 - Super Mario Bros
 - Dangerous Dave
 - Sonic
- Each level will have a familiar design but include different sprites and unique level design
- Main character sprites will have the ability to collect collectables throughout each level that will be kept track of via the scoreboard
 - Main character sprites will have to avoid game design obstacles and avoid enemy sprites
- Enemy sprites will be present during game play adding an added level of difficulty
 - Each additional level will increase in difficulty
- Next steps, working requirements into game

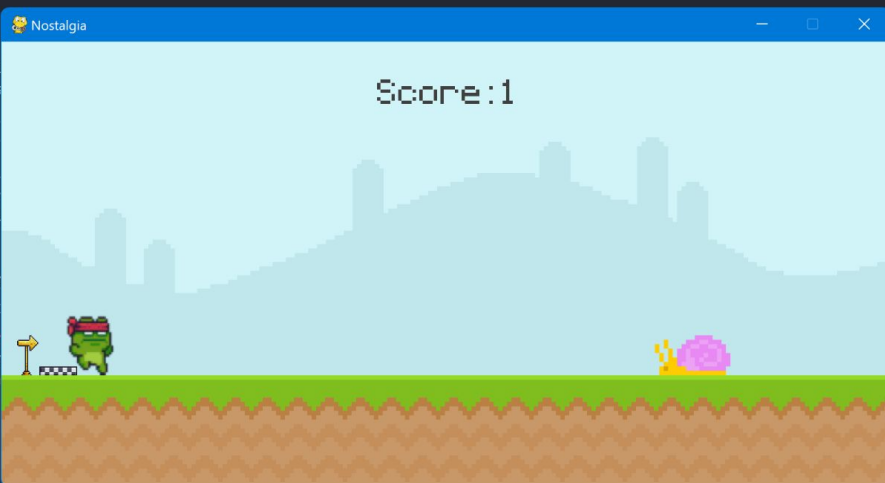
Project Timeline



Use-Case + Activity Diagram











Demo

- [Game Website](#)