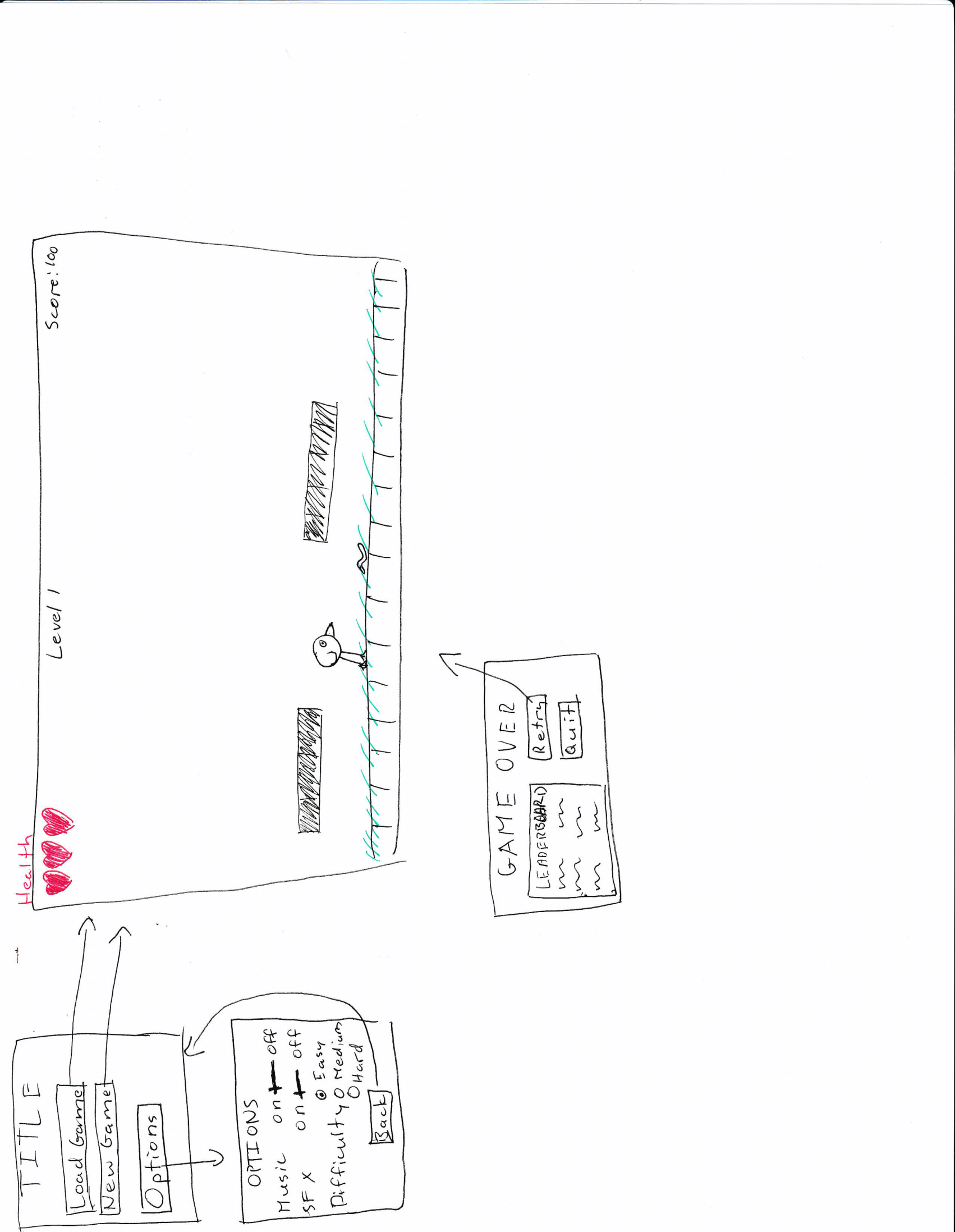
**Documentation – Art and Interface**

Miranda Auriemma

**Look and Feel of the Game –** The game will have a “happy”, “feel good” look and feel to it, with bright colors and simple but appealing asset designs, which I will be making digitally.

**User Interactions with the Game –** The user will be controlling the game using the W, A, S, and D keys on the keyboard for movement. If we have time, we will

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