Deliverable 1

Nicholas Perry, Jonathan Lester, Jonathan Castillo, Brett Kidwell, and Jarred Pullen

Genre:

Platformer

Name of Game:

Kanjo-Bazooie (Working Title, subject to change)

Game Setting/Lore:

Cartoon-esque lands from thick forest, or a desert filled with temples (both worn down and complete), other ideas of levels can be added to this list.

Examples:

A picture containing tree

Description automatically generated

A picture containing text

Description automatically generated

Lore: In progress

Similar Games:

Banjo-Kazooie, Super Mario 64

Game Features:

Collectables, Moving Platforms, shooting mechanics, power ups,

Each Person's Focus on the Project:

Brett: Landscape/designed interior

Jarred: Coding/weapons design

Nick: Coding/Leveling Design (Game Mechanics as well)

Jonathan L.: Texture Design/Coding/Level Design/etc.

Jonathan C.: Coding (main focus)