



**ECAN PROJECT**

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**FIRST REVIEW**

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# PROJECT DESCRIPTION



LEVEL-BASED PUZZLE  
GAME

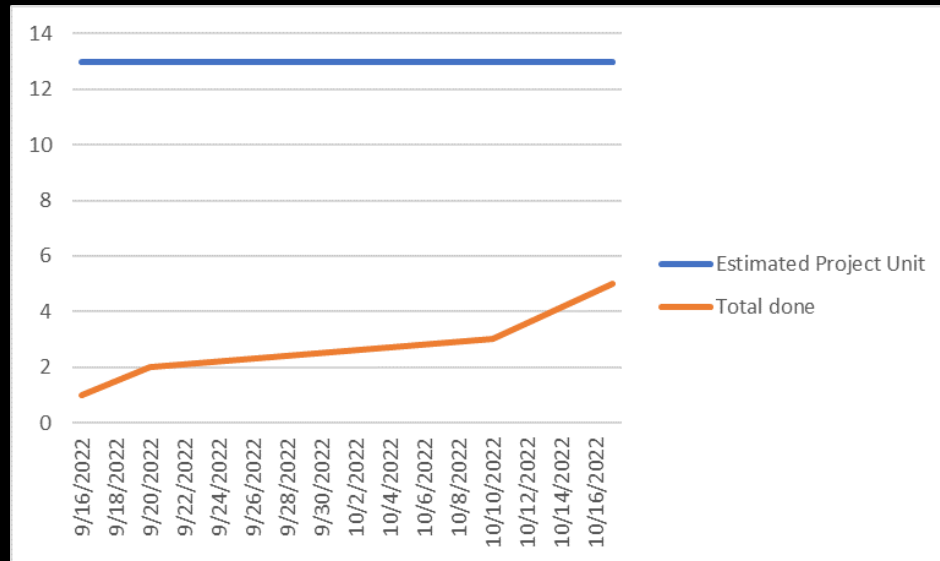


DEVELOPED IN C/C++



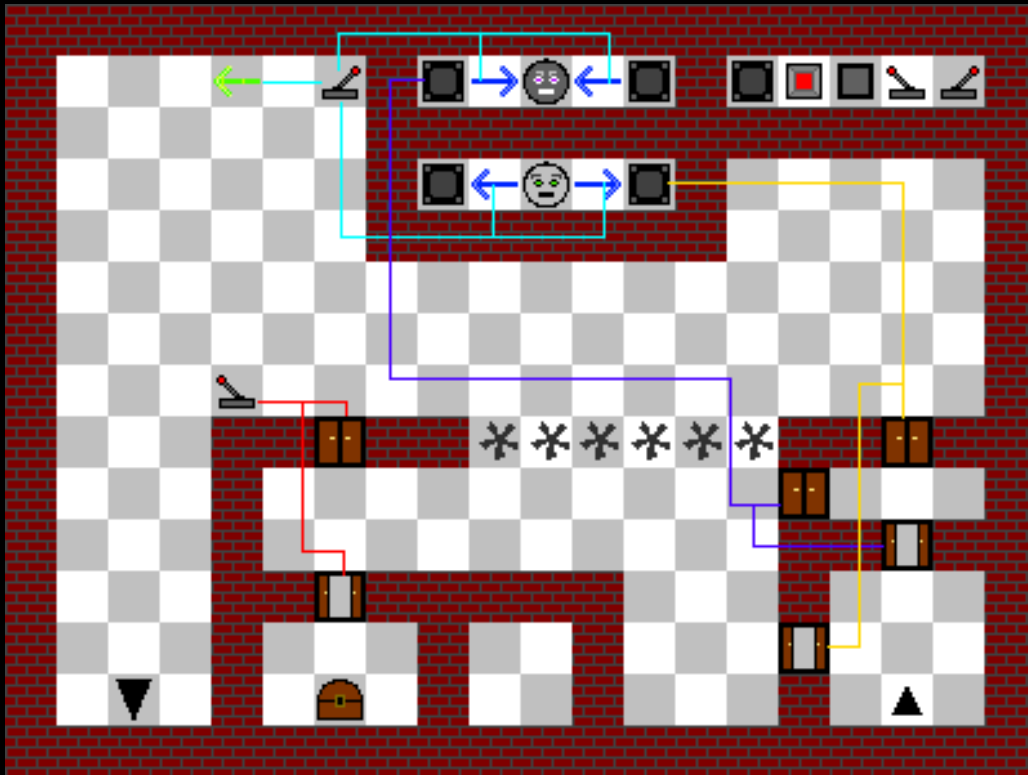
NCURSES FOR  
GRAPHICAL INTERFACE

# PROJECT TIMELINE

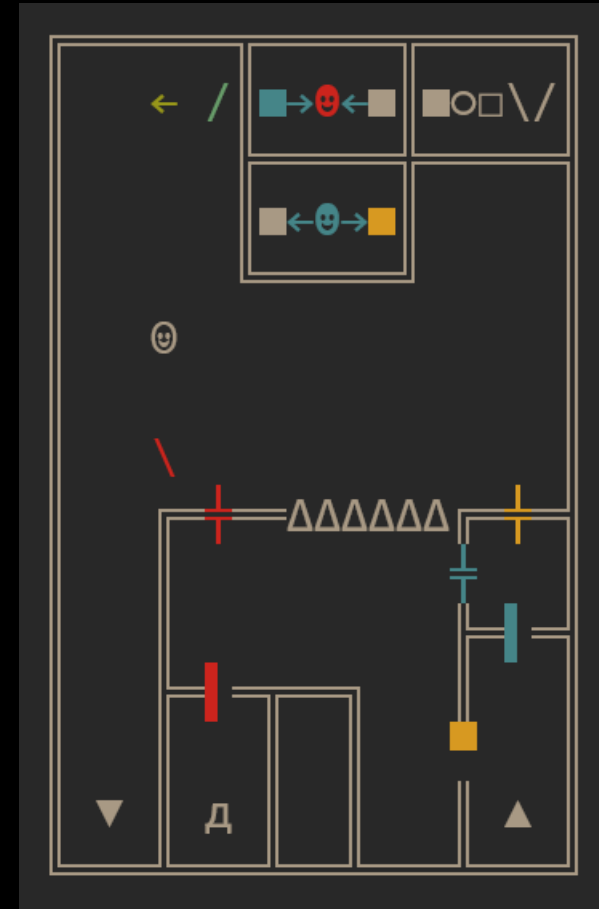


- Functionality for the game has not begun development yet
- Order of early development
  - Understand how to use ncurses
  - Set up testing environment
  - Create player and develop player movement
  - Create simple interactable objects and let player interact with them
  - Develop levels with these objects in mind
- New, more complex objects will be introduced, and levels will be created to include them.

# DEMONSTRATION



## Artistic View



ncurses View