Game Jam 2020

# Theme

* Repair

# Diversifiers

1. Code: Seriously who are you?
2. Audio: native sound
3. Audio: Preaching to the choir

# Idea

* Spaceship builder “A Heart Lifting Game”
  + Crash on an alien planet
  + Ship is broken
  + Random parts to start the broken ship
  + Make a flyable space ship within the time limit
  + When time runs out the ship takes off
  + Time in air determines score
  + Thoughts will stop the players from using some parts
  + Have to convince them to give you the parts

# Team

Dan Bennett (Secondary programmer)

Eddie Waite (Lead/ Main Programmer)

Pearce Jennings (Assets making)

Becca Bradburn (UI)

Sam Hollywood-Summers (Audio)

Courtney Daniels (Particle systems)

# Choir

Andrei Barlea

Edward Waite

Daniel Bennett

Courtney Daniels

Pearce Jennings

Becca Bradburn

Ramy Abousaif

Oliver Bawden

Alex Buttle

Jacob Woodman

Ben Willian

Claudia Brown

Miles Hoyland

Conrad Wilson

Evey Watson

Luke Eyre

Aaron Lott

Matthew Brebner

Zoe Rowbotham

Alex Wong