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)