1. A brief explanation of the game your team intends to create.
   1. We intend to create a game where you are an alien race that is trying to save your village from a Darkness that is slowly consuming your village and the people that live there. You will need to go and short quests that will, upon completion, will let you collect part of a totem that when all the pieces are together will keep the Darkness away and will protect the village as long as it is still standing.
   2. You will need to complete puzzles that will increase in difficulty depending on how far you get into the game.
   3. Using different powers you get while playing, you will be able to complete following puzzles.
2. Your role on the team and what you are expected to be working on.
   1. Modeler
   2. Part of level Design
   3. Coder
3. Show off any pre-production work you have completed thus far. Concept Art, Prototype Game Mechanics, organization, planning, ECT.
   1. Paper Prototype
   2. Setting up Jira, Confluence, Discord, Git Hub
   3. Parts of GDD
   4. Parts of TDD
4. Evaluate where your group is at in this moment of production and what your expectations are going forward.