**Three challenges**

Multi-thread

Level design

Collision detection

**Gameplay**

Video: Opening scene (two player’s control method)

Level 1: introduce tiles, buttons, elevators, diamonds, river, lava, poison.

End: end scene

**Novel ideas**

Fireboy and watergirl with weapons

* 1. **Who is your team?**

Video: team photo

Name of the five people in our group. A form (And what were their roles?)

* 1. **What was your process?**
  2. Sprint development
  3. Kanban
  4. GitHub workflow
  5. Evaluation video and picture
  6. develop more levels with different difficulty level.
  7. **What’s next?**
  8. Develop more levels and maps.
  9. Develop more tiles to interact.
  10. Add health bar.
  11. Randomly generate enemies.
  12. Rescue ally.
  13. Tile map editor.