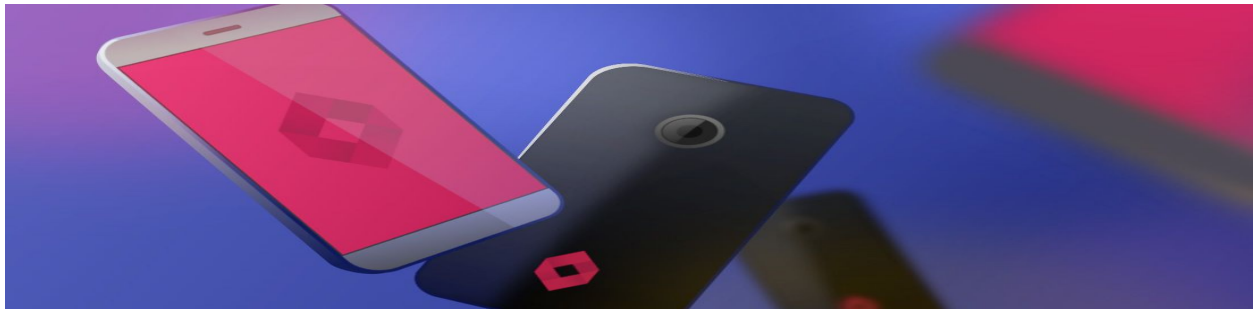


Week 2

Due: May 24, 2019



Requirements

1. Surprise assignment (More details in Monday's class)
2. Create a 1 page game design document
3. Create a 2D game in Godot Engine with a minimum of the following:
 - Start screen with title
 - User Input handling
 - 1 in-game button (not part of a menu)
 - Lose game scenario
 - Win game scenario