

Team name: I <3 ROS

Team pic:



Front row (left-right): Namjun Park, Toni Otang, Jenny Lee, Andrew Jeong

Back row (left-right): Elliot Whiley, Harvey Rendell, Keir (Ross) Mitchell, Dhanasit Srijamorn, Andy Choi

Team times:

	Mo	Tu	We	Th	Fr
8					
9					
10					
11					
12					
1					
2					
3					
4					
5					
6					
7					

Meetings: Monday 11-12, Wednesday 2-3

Group coding sessions: Monday 5-7, Thursday 6-8

Game concept/storyline:

2D side-view RPG puzzle game to appeal to Achiever player type. Progress through levels of increasing difficulty by using movement and newly acquired abilities. Main character is a blob that can increase in size by collecting blobs and learning new abilities throughout the levels.

The puzzles will feature platforming elements such as bouncing off obstacles, wall climbing etc. Story follows the blob's journey from creation in a scientist's lab to finding his true identity. The levels will have a theme corresponding to the blob's story progression (e.g. science lab background, then forest etc.) and difficulty (e.g. easy initial levels in lab setting, then harder ones in the forest).