- **Project Title:** 2D Web-platformer PvP Game
- **Current Leader** (In order from left to right): Jonathan, Anh, Logan
- **GitHub URLS:**
  - https://github.com/Eometheous/Web-Platforming-Game
- **Job Assignments** (per individual for this week):
  - **Jonathan:**
    - Setting up GitHub for the website
  - **Anh:**
    - GitHub for Unity
  - **Logan**
    - Character sprite animation
- **Milestones with deadlines:**
  - **M1 (2/6 - 2/15):** All document details, product specifications, Adobe XD Prototype, and Setting up code and game engine
  - **M2 (2/20 - 2/29):** Based on movement and platform, set up log-in and sign-out
  - **M3 (3/5 - 3/14):** Store user's basic data in the database, Set up Lvl 1, Add shooting mechanics, Check that Unity works on the website after signing in
  - **M4 (3/19 - 3/28):** Lvl 2 & 3
  - **M5 (4/2 - 4/11):** Beautify the website and add starting screen
  - **M6 (4/16 - Finals):** Minor adjustments and testing
- **Front-end and backend technologies:**
  - **Front-end:** Svelte, Tailwind, Javascript, CSS, HTML, Unity, Asesprite
  - **Back-end:** Flask, Python, C#
- **Algorithms/AI schemes used in the core engine:**
  - N/A yet
- **Marketspace / Selling point:**
  - The nostalgia aspect, similar to the old 2 player Flash games, will draw people in
  - The game also offers competitive gameplay that 2 people can play on the same device