

CS7038 Group B

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1 Main Themes

- robot waking up ship
- light the level as you go along

2 Gameplay Mechanics

- exploration
- platforming
- elements of procedural generation
- inspired by old exploration/platformer games like spelunker



Figure 1: Player character

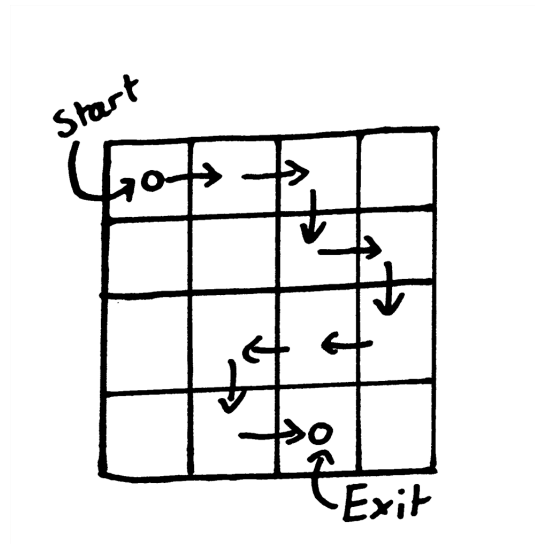


Figure 2: Solution path generation

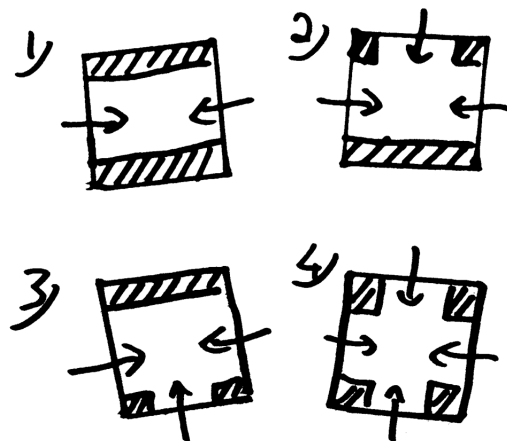


Figure 3: Basic tiles needed

3 Admin/Planning

sprints and stuff