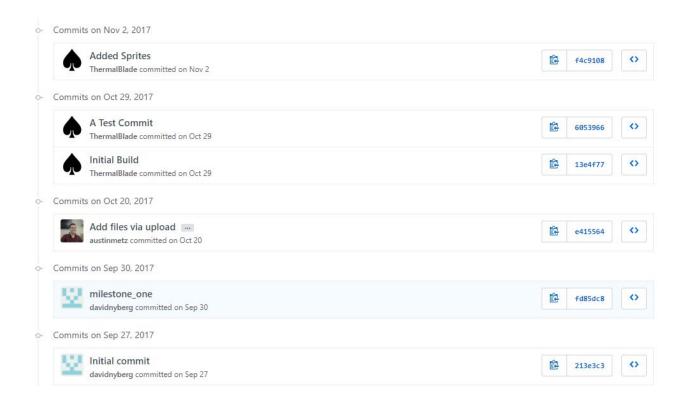
The Room
Team Awesome

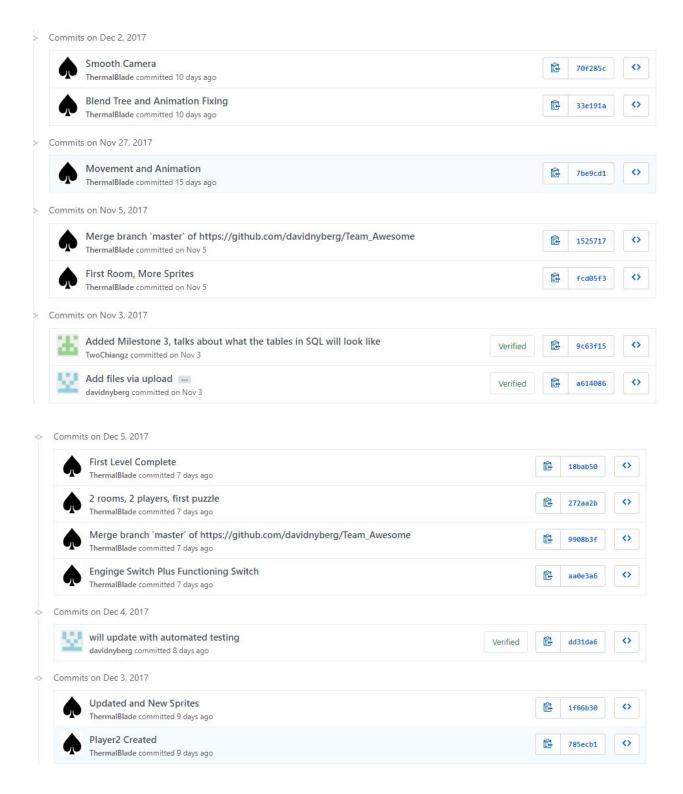
Cole Proctor Edwin Chiang Austin Metz Chen Kakam

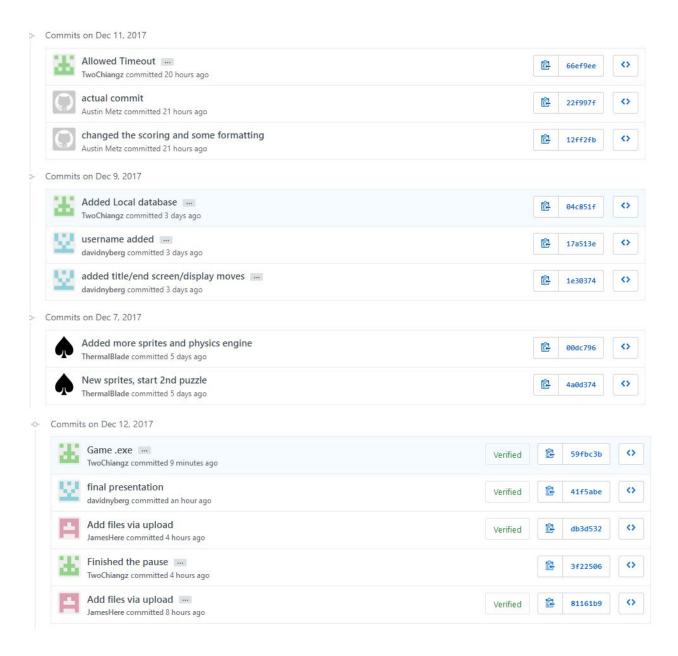
Project Tracker: We initially used Trello, but due to it's inconvenience as a tool we switched to Discord, a fantastic way to communicate through text and talk, and also to send files.

Version Control: We used github as our VCS: https://github.com/davidnyberg/Team_Awesome

Github Commits:







Deployment: The game install file is on GitHub, it installs the game onto the computer. With the installer it will ask to allow Yoyo GameMaker player to be installed so that the game can be added onto the computer. It will ask for a path and this is where the game will be accessed by the user when they want to play again. This will allow for the game to run as is with a .exe file. Eventually this game can be added to steam for other players to download and play.