Here are the requirements for the top down game:

1. Must have a win screen, start screen, lose screen
2. It should have an objective
   1. Example: “Get to the end of the dungeon to save the prince from the evil dragon that kidnapped him”
   2. This objective should be known by the player as they are playing the game. You need to figure out a way to convey that message to the player
3. It should have proper collisions and player controls
   1. Player runs into a wall, player stops moving
4. You should use **entirely** **original** art
   1. You don’t have to be Michelangelo (the painter, not the turtle) to make halfway decent art for a game. If your character is Samus or Sonic… >:O
5. Your art should apply the lessons learned of color to choose a fitting color palette
6. Your animations should use the principles of animation
7. You may use music/sounds from online in your game
   1. But I swear if I hear “Fus-Ro-DAH” in the background… we will have a talk
   2. The music in your game should match the art theme. Don’t match super gritty music with cartoony art
8. The game should take at least 10 minutes to play through
   1. Not speed-running, but also not dilly-dallying either
9. Your game should have at least 4 playable levels
10. All appropriate UI elements
    1. If you have health, collectibles, etc they should be visually displayed

Your project needs to be managed using Agile development methods. You should have:

1. Daily scrum meetings
2. A Project Manager
3. A scrum board (Trello) tracking all your tasks