**Assignment 1**

The following game is presented by Jon Waaler, Noel Shere, Mitchell Fukuzawa, Peter Okai-Koi, and Jon Ben Oliver, a Game Development Workshop group known as Prometheus games. The game that we are making is known as Agarthan Assault.

Agarthan Assault is a 2d side scrolling shoot’em up arcade game which takes place in an alternate world where the residence of Agartha has emerged from the Earth’s crust. As a player, you take control of a helicopter that goes towards the depths of the earth, defeating waves of enemies that come your way while trying to survive as long as you can.

How is this unique?

* Aside from just shooting and dodging hostile NPCs and projectiles, the game makes you interact with the environment in order to keep yourself alive
* Instead of straight forward vertical or horizontal sides scrolling, the game uses both, meaning that it could go horizontal in one segment then it could go vertical.