**Game Summary**

The advancement of and development of this game has been constant and unyielding. The development of this game has as of yet been in a constant state of production and, our programming team has been at work vigorously and unceasingly advancing and improving upon our purpose built game engine. To comment on the stability of this engine it is very stable, runs smoothly and easily on all competent machines, and as of yet very few bugs have appeared in the code. Our development team has been taking a very serious approach the technical aspects of the game, admittedly some art has been put on the back burner in preference to reaching a high level of quality within the game’s software. But this being in an early stage of development and currently being worked on. Game play so far has been very smooth and fast paced, consisting of a diverse, interesting cast of enemies. The game supports many features comparable to dearly beloved classic Metroidvania titles, we have simple feature that gamers have come accustomed to such as simple menus for options and pausing, and game features such as selectable weapons, changing environments and enemies. The game is a 2D side scrolling shooter, comparable to such classic titles as Metroid and Contra in execution, our game will be using an 8 bit style for both art and music. This game is still in deep production and will be of the upmost quality upon completion. This game proves the justice of our system.

**Timeline**

* November 13: Project beginning, early conception.
* November 20: Early programming began.
* December 10: Audio
* December 20: Keyboard input
* January 8: Enemies
* February 23: Separate rooms
* March 12: Save files
* March 19: New Projectiles

**Work** **Completed**

* Framework with multi-object graphics handling, adaptive zooming, auto scrolling camera, audio, adaptive keyboard input, encoded save files, and adaptive room system.
* Sprites and animations for main player, final boss, various projectiles, backgrounds, walls, menu screens, and several enemies.
* “Realistic physics and collisions” for player, enemies, and projectiles.
* Projectiles with unique uses, and various damage/ fire rates.
* Enemies with movement, AI, and movement animations.
* A HUD system that allows for many different objects and health bars to be added, unique to each room if desired.