“Before Dark” Final Progress Report

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(possibly update title)

at least 6 pages, font size 12pt, single-spaced, 1” margins) consisting at least the following content:

- Explain each group member’s contribution:

Include info from progress report here

- Explain how to play your game:

Details of in-game UI here

- Explain the design trades-offs that you had to make, including what you originally envisioned versus what you accomplished:

Envisioned a team of 6 people working on the game, (add content here)

- Explain the overall software design:

• Show and discuss any Finite State Machines:

• Give high-level explanation of any AI used:

• Explain how specific visual or audio effects were achieved:

- Credit any open-source audio, artwork and code used: