Dark Gradient: Read me

The goal for this project was to rapidly prototype out a 4 player co-op beat em up game that was similar to Gauntlet Legends but with a combo system. It was the first time any of us had attempted to create a game in a team setting, with most of us having never used a lot of the tools. The system we were able to get working were the 4 player, the combo system, and some very basic enemy AI, as well as an inventory buff system.

Functional examples:

* Barrel animates and breaks after being attacked
* Enemies take damage when hit
* Moving through sphere transports players to the next scene
* Players take damage from enemy attacks
* Pickup inside barrel refreshes non-functional buff timer in character portrait. Can be turned on and off.
* Combo system working off 3 different attacks (Lich is not currently implemented)