6/4 Project Check in

Co-op Video Game Quentin Daniere, Luke Erlewein

Co-op Video Game

2 Players

Waves of enemies

Defend the Core

Pick up power cells

Unlock abilities



Progress chart (Gantt)



	5/7-5/11	5/12-5/18	5/19-5/25	5/26-6/01	6/02-6/08	6/09-6/15	6/18
Ideation							
Game design							
Multiplayer							
Assets							
Bug Fixing							
Playtesting							
Deadline							

Remaining Tasks

- Features are done
- Polishing and Bugfixing
- <u>Trello</u>

```
1011 1110 1111 1001
                                   1111 1011 1110 1111 1011 1110 1110
0000 0011 1100 0011
0011 1100 0011 1011
                                   2110 0001 1000 0000 0000
                                         1110 1111 1011 1110 1110 1110
                                          11 1101 1110 1111 1000 1000
1100 0011 1011 1000 0101 0101 1111 0011
                                             1110 0000
1100 1111 1011 1110 1111 1101 1111 0111 11
1111 1011 1110 1111 1101 1111 0111 1101 1111 1000 1110 1011 1110 1110
1110 0000 0111 0001 1100 1010 1000 0110 0001 1000 0000 1111 1011 1011
0000 0111 0001 1100 1010 1000 0110 0001 1000 0000 0000 1101 1110 1110
```

Demo