**List Assets that we used**

**Please NOTE: These are due at 10AM because our final course demonstrations are from 10-12.**

Submit a document (to this Sakai assignment) that just contains a fully updated Concept Document. Please update each section to match your final design and Feature List / Functionality with a short annotated description of your progress on each feature for this release.

In addition annotate your actual code with comments so that future development is possible for someone who has never seen your code before. Be as expressive and detailed as possible.

**Paintr**

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**Features/Functionality - Notes**

* + Level-by-level design, first-person gameplay
    - Menu upon start
    - Tutorial level designed from scratch, explains mechanics
    - Upon Tutorial completion, main level loads as pre-built map (edited)
    - Pause button with quit button to restart
  + Detailed level design, variety of colors, different enemies, 8-bit and 24-bit color gun
    - Tutorial level (linear)
    - Double jump implemented
    - Enemy spawn added
    - Enemies with spider mesh spawn every few seconds
    - Gun can activate 8-bit values, 3 for red, 3 for green, 2 for blue.
    - Player must match bit value to corresponding value on enemy
  + Mechanics: shooting at enemies with specified color combination
    - Enemies disappear when killed (gun must have matching color)
    - Enemies explode upon impact with player, deal damage
    - Enemies have randomized color mesh and an 8-bit value is displayed above them
    - Player must match gun bit value with enemy bit value to kill enemy
    - HUD shows an 8-bit sequence and corresponding square of color that changes as player changes gun bit values. When this color matches an enemy, the enemy can be killed
    - Another button to reset bit values to 0 (black) so they can be set again for the next enemy
    - Game is in survival mode, so player kills as many enemies as possible before dying.
  + Assets from outside sources
    - Spider Mesh - from infinity blade UE4 free pack