## Overview

A simple endless runner in a bomb room with randomly placed wires and trap. Play as a crab and try to snip as many wires as possible by closing your big crab claws.

Timeline:

9/13 - 9/19:

- We finalized our brainstorming for the game, with a MVP version and stretch goals for the game. They were:

The MVP as an endless runner much like the dino game on Google when you lose internet connection.
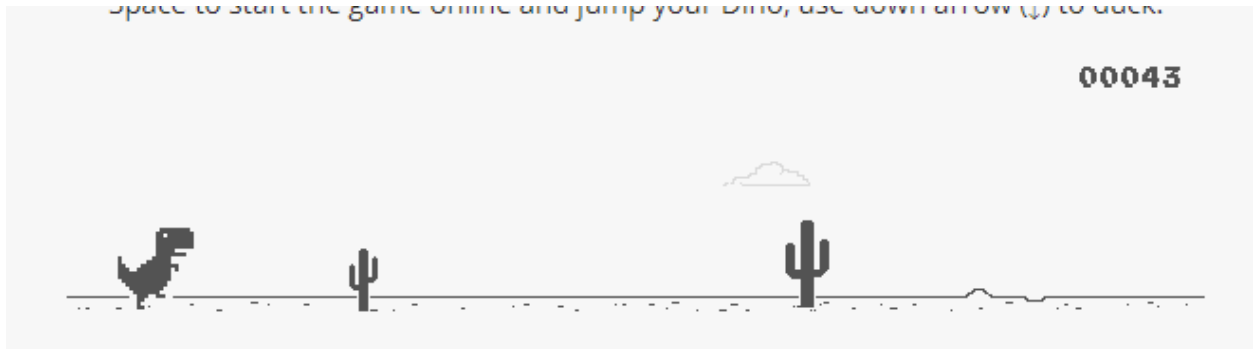
The stretch goals as a level-based endless runner, where the player needs to snip a specific color of wires in the room to effectively diffuse the bomb.
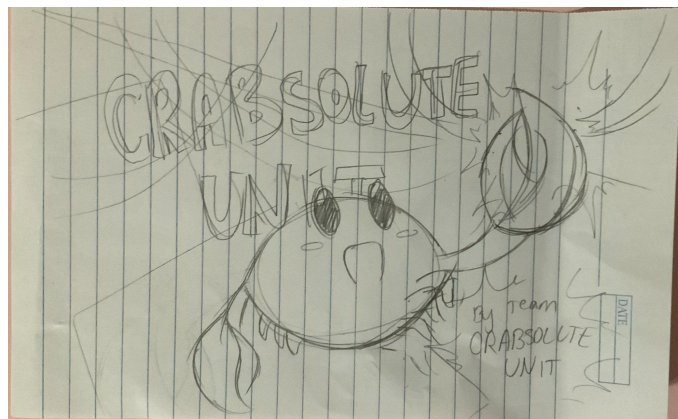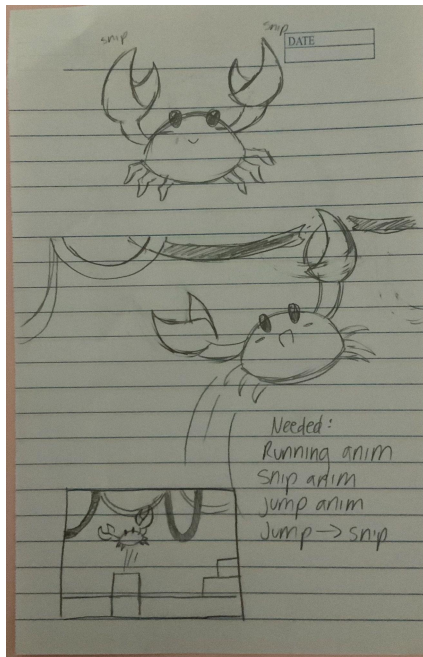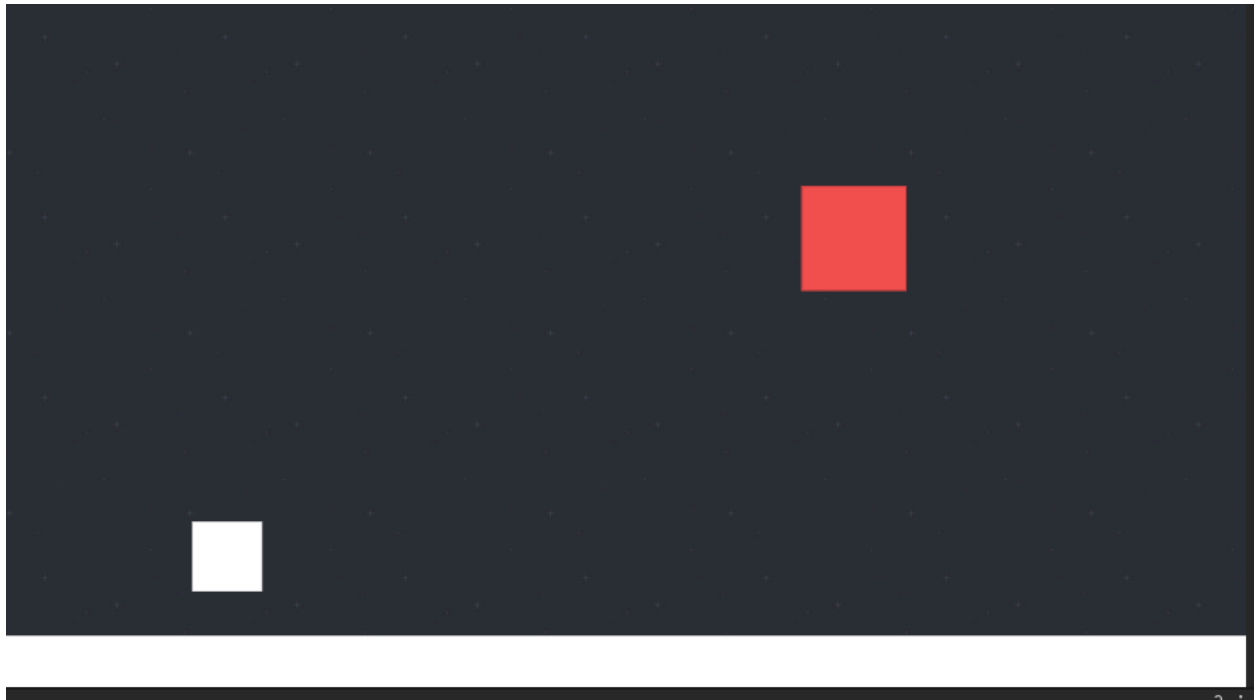

9/20 - 9/26:

- We figured out and tested the connections between the Teensy and the computer, began constructing the crab claws and began creating the art assets (the crab character was born here).
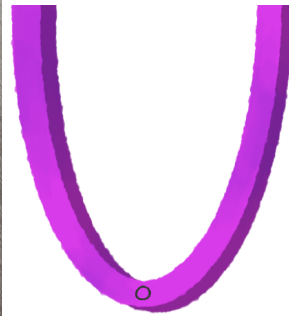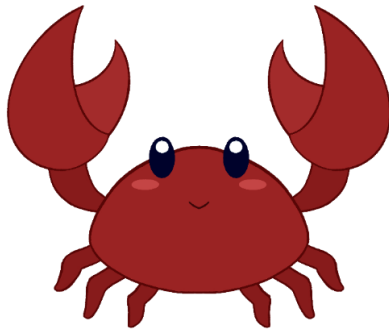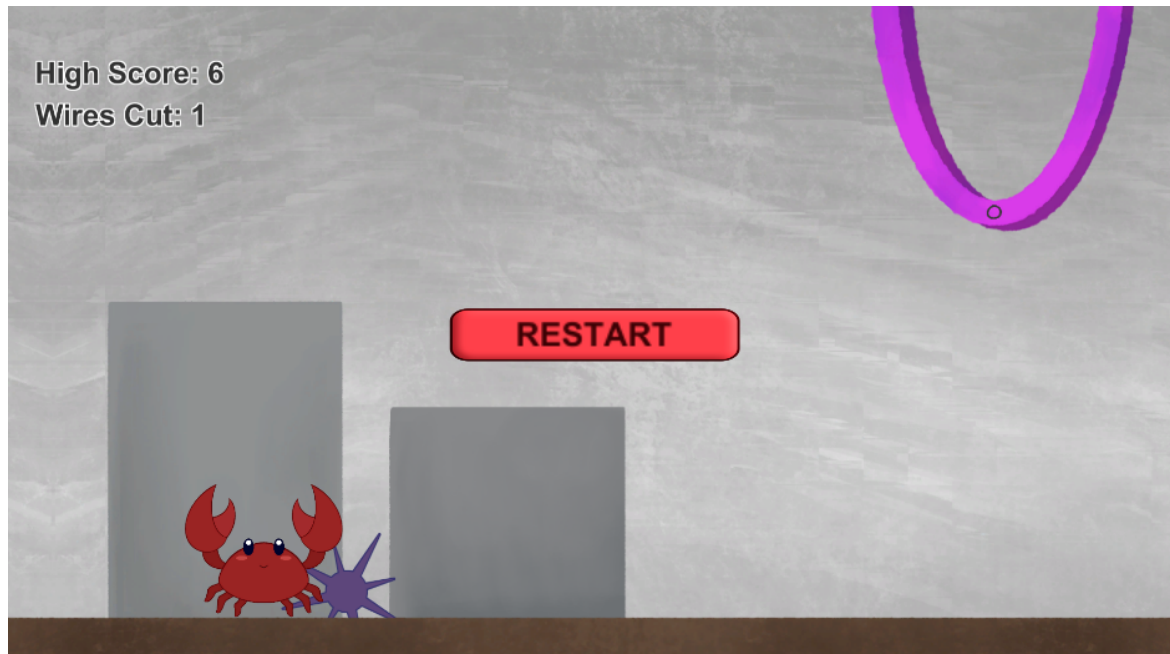

9/27 - 10/3:
- Created prototype of the game and got basic functionality to work. Crab claws in creation.

10/4 - 10/10:
- Finalized game and imported all art assets.

Demo here: https://youtu.be/FpaQnDb_cu4