# Report

Introduction

Our game is a multiplayer 1-on-1 arena, played on a grid. The novelty is that the grid tiles will shift in height every turn. I mostly worked on code for the prototype, wrote the game design document and created two models.

Contribution towards project (List of tasks you completed)

Writing the GDD

Implementing the grid structure and the A-Star pathfinding

Pair programming the height shift mechanic

Creating the model for the robot and the turret

Self assessment

Comparison of results against concept/design document

Discussion of successes

Areas where more work is needed

Areas for further enhancement