**Writer & Documentation- Logan Stuart**

**Project Manager- Ross Griebenow**

**Art Director & Head Graphic Designer- Reed Ceniviva**

**Head Developer- Bryan Bolesta**

**Concept & Story Director- Matthew Brodowski**

**Project Description:** A game combining elements of popular 2D sidescrollers with combat mechanics similar to the Super Smash Bros games. It features a simple combat style that is appealing even for beginners, while being complex enough to demand increased precision from players of a higher caliber.

**Motivation:** Game’s appeal is rooted in creating a combination of two different types of games which are both already extremely popular, and will hopefully draw fans of both genres while creating a unique experience.

**Anticipated Challenges:** Acquiring necessary skills for 2D game development in Unity, which also includes learning the appropriate programming languages. Generating high quality media, story, characters, and game content. Developing combat mechanics that engage both beginners and high level players.

**Major Tasks Envisioned:** Story development, art style development, game mechanic development, general coding, creating dialogue for characters.

**Final Deliverables:** Standalone executable game.