Project Summary: On Point – Group 12

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Introduce project idea

On Point is a timing/coordination game created in python using the pygame open-source libraries.

* Involves matching color and direction, then timing to block projectiles
* Uses no images, all sprites drawn with coordinates

Discuss python as a language

Discuss pygame

Discuss project mechanics and inner workings

Challenges faced, how we solved them

Discuss results and determine whether project was a success