The name of our game is Racoon Rush and it is a 2D style arcade adventure game. The protagonist is a Racoon named Rusty and the objective of the game is to go from one side of the campus to the other while fending off a variety of enemies.

In order to move onto the next level, Rusty will need to collect all of the donuts in the level. Eating these donuts will also increase Rusty's health, which is pivotal to completing each level. Punishments can be found on each level and they will lower Rusty's overall food level, and the moving enemies will end Rusty's reign if they catch him.

In our first group meeting for phase 2, everyone got the project set up on their respective systems and we began brainstorming on ways to tackle this project. Max in particular helped get everyone set up and we did this by sharing our screens and Max would tell us the steps to get the system on our systems. We decided on a system where before implementing a feature, we would need to create a pull request and then someone else in the group is able to view the code before the change is committed.

As for level design, as in our initial plans, we are planning on dividing SFU's Burnaby campus into different places and this is where the levels will take place. We are planning on having 3 main levels and the locations are: AQ, Dining hall and the Library. We chose these areas because we all thought that the AQ and the Library are reminiscent of mazes and we thought it would greatly fit the theme of this project.

Rusty will start in the AQ for the first level and then the next level would be the library. The hardest level will be the Dining Hall and it will also be the final level, as there will be a final boss that will need to be dealt with in order to finish the game.

For this project, we decided to use the swing library. We decided to use swing as we need the library to use Maven and we thought it would be a good fit.

Everyone will be participating in the coding aspect of this project, however Jonathan is working on the art and Sahil is doing the report document so they might not code as much as Dylan and Max.