Pair Programming Report

Team: Nautilus

Game: The Shipwreck Protocol

Pair Programming Group: Kenny, Alice, Sam

Summary: For our "pair" (really trio) programming, we worked on level design. Due to the fact that we were doing this at the end of the semester, we ended up doing a simplified version of the map which we had wanted to do at the beginning of the semester. There are doors throughout the map which require you to have certain items in your inventory in order to continue. We also added a win state, which includes a simple message saying "You Win!", before it takes you back to the main menu.