For team project 2 our team created a top down shooter, wave based tower defense game where there are dino nuggets attacking the player. The player’s goal is to builds up defenses to protect themselves as well as shoot enemies in order to survive all the waves. You play as one of the children of our main character from our last project, and if there are multiple players then you have multiple siblings that are also his children. The game can go up to four players. The number of players will alter the beginning level cutscene.

I worked on the starting screen for the game. I also worked on the beginning cutscene at the start of every level/wave. In addition, I helped with facilitating group discussion and keeping the team on the right track. I helped decide the story for our game.