**CS425 final project**

Team members: William Au

Game name: Caterpillar

1. Provide an overview of your game (give a short description about the game, i.e., core mechanics, game plot, objective, etc.):

The game will be a 2d platformer, similar to Mario. The main character will go through several very difficult levels to reach the final boss at the end, which is a caterpillar. at the end, like Mario. The big difference is that the levels are supposed to be frustrating and the way to beat the levels is to continue failing through the levels and learning how to beat by practicing the levels. There will be many obstacles and enemies with unique behaviors that will attempt to kill the main character.

1. What will be the main **technical components** (game AI, motion planning, physics, procedural content generation) that your game will focus on?

The main technical components will be game AI because I want to make bosses / enemies that have unique and interesting mechanics.

1. What **game engine**/tools/libraries will your game use?

It will use Godot

1. Why do you think your game is interesting/exciting?

I am a big fan of 2d platformers that are challenging so I believe that the feel

of beating a frustrating level would make the game exciting

1. How would you divide the tasks among your team members (if more than one)?

N/A

Link to video of gameplay:

https://www.youtube.com/watch?v=08dGipA6TSU

part way through the video, the character becomes invincible just to showcase the rest of the game