CIU211.2 CREATIVE PROJECT FINAL SUBMISSION FORM

Please complete this for and upload it to Campus Online by the due date.

Your name	Cameron B Clayton
Title of project	CensStream
Name of creative team members (if applicable)	Zac Croslow - Lead Designer Cameron Clayton - Designer Tyler Quick - Programming
Live link to online location of final project *E.g. http://youtubelink.com* *https://mywordpressblog.com*	https://camobclayton.itch.io/censstream
Online platform/s used for distribution of work *E.g. Youtube, Wordpress blog*	**https://itch.io/**
Short description of deliverables *E.g. 1 x video file*	1 game
Submission of media files *Please indicate how you have made your original media content available for assessment archiving purposes. Complete one of these options and then delete the irrelevant phrase on the right.*	I have uploaded a copy of all my original creative media content relating to this project to campus online. OR I have shared copy of all original creative media content relating to this project via Google drive and made it available for download at this link: **https://drive.google.com/open?id=1aSfHPUWKbqBDNybXbCpAsXZ1KXgvkxow**

| Descriptive text accompanying online publication.

Please copy and paste the descriptive information that accompanies your published media here. | It is easy for us to judge history on hind site and due to the luxury of seemingly knowing all the facts as presented today. Often we wonder how a nation or a society could descend into a form of which the rest of the world would deem barbaric and inhumane.

Our idea is to show how easy a society can be directed to think a certain way through the clever use of censorship.

Each colour represents an aspect of humanity and society. By changing the amount or or by stopping the flow of one or more aspects of society through censorship will change the colour of the outflow or outlook of the society. |

Media attributions
Please copy and paste the complete list of media attributions (e.g. samples, graphics, assets, stock footage etc.) for all sourced/unoriginal content used in your creative project here. Please note that this information should also accompany the online publication of your project. This is standard industry practice.

We created our own assets and objects for the game using the Unity Engine as well as piskelapp.com
-Belief sprite and material.
-Education sprite and material.
-Information sprite and material.
- Science sprite and material.
- Media sprite and material.
- Arts sprite and material.
- Entertainment sprite and material.
- Class sprite and material.
- Economy sprite and material.
- Environmental objects.
- particle systems.