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# Team Akatsuki

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# What did we come up with?

- 2-D Side Scroller - Unity
- Naruto theme
- Enemies
- Challenging level



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# What we have

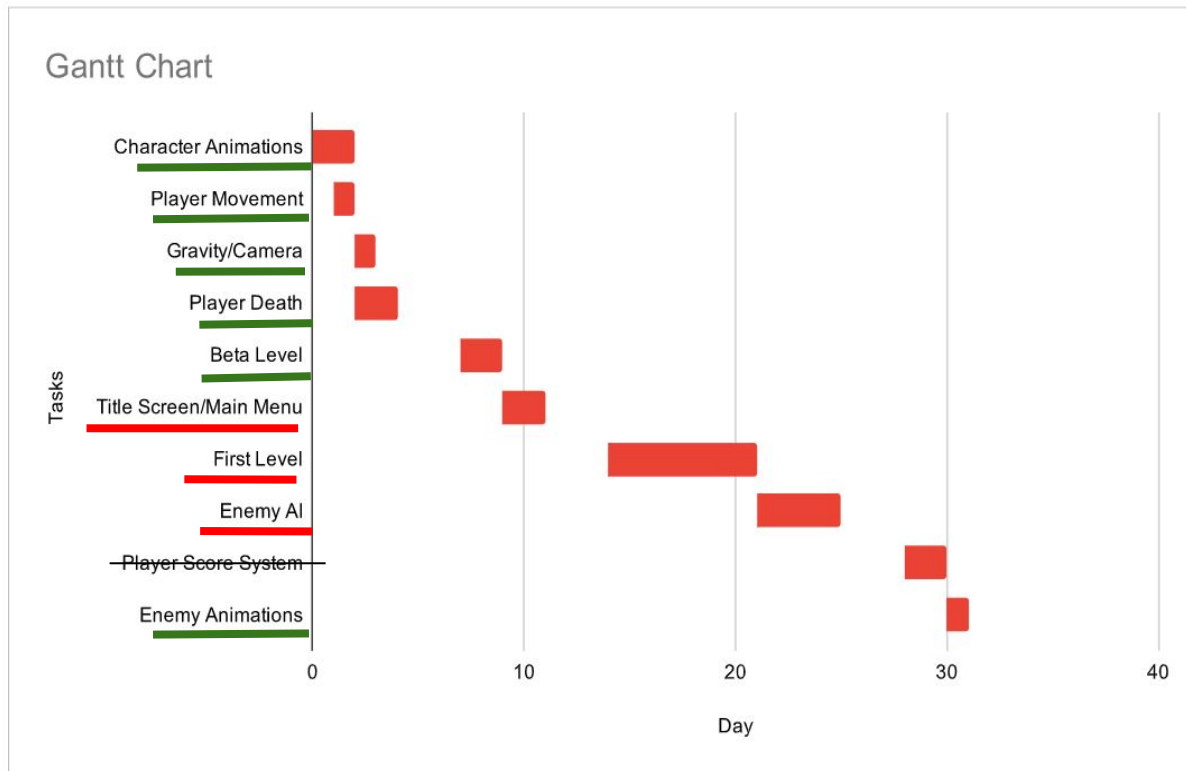
- Functional level
- Player and enemy animations
- Main menu
- Objective



# Project time goals

Tasks	Start Date	End Date
Character Animations	10/19/2020	10/21/2020
Player Movement	10/20/2020	10/21/2020
Gravity/Camera	10/21/2020	10/22/2020
Player Death	10/21/2020	10/23/2020
Beta Level	10/26/2020	10/28/2020
Title Screen/Main Menu	10/28/2020	10/30/2020
First Level	11/2/2020	11/9/2020
Enemy AI	11/9/2020	11/13/2020
Player Score System	11/16/2020	11/18/2020
Enemy Animations	11/18/2020	11/19/2020

Tasks	Start on Day	Duration
Character Animations	0	2
Player Movement	1	1
Gravity/Camera	2	1
Player Death	2	2
Beta Level	7	2
Title Screen/Main Menu	9	2
First Level	14	7
Enemy AI	21	4
Player Score System	28	2
Enemy Animations	30	1



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# Changes

- Scrapped player score system
- One level
- No player health



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# Testing focus

- Movement
- Button functionality
- Main menu
- Enemy impact

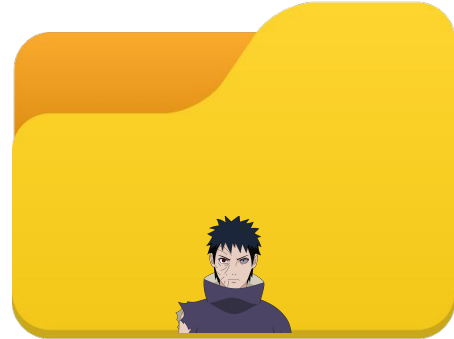


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# Installation

File: All things necessary to run game

Run: CIS350.exe



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# Demo

