Demo Game

Mention I thought a cool touch was changing the game icon for the window (top right) woo.

Talk about the map design. Tile-based, each level is define using different tile types.

Go battle. HP BARS! Mention we designed the gameplay using different game states (main menu, play screen, combat screen). This allows for efficient computing – because we only have to run update cycle for whichever screen we’re on.

Mention we were able to tap into the windows API and use message boxes (cool touch, no message boxes in XNA boo!)