



TEAM MERCY PROJECT 3

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PLATFORM

- Java
- Java Swing
- Stand Alone Jar file

DIVISION OF LABOR

- Brad: Main Game Engine
- Chris: Enemy Creation
- Jackson: Combat
- Rony: Items

CHALLENGES

- Getting everyone up to speed on Java
- Transporting player object to combat stage when combat instigated

FEATURES NOT SHOWN

- Enemy Movement
- Procedurally Generated Dungeons
- Boss Enemy
- Multiple Classes for Player