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Team SuperHotFire presents,

In association with George Brown College,



**I’m Not a Wrapper - Game Engine**

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**Team SuperHotFire**

**Agents assigned to the team:**

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**Mission Objective**

**The concept of the application/game?**

The short-term concept is to have our engine produce a button that when pressed will show a random image or colour to the user. The strategic goal by the end of next semester is to produce a fully functional game application like the arcade classic Pacman.

**How does the player interact with the application?**

The application will produce a button that the player can interact with. When the user presses the button, the application will rotate through an image or colour.

**What is the main target of the application?**

The main target of this application would be to demonstrate the early capabilities of our engine. The target for this project is to have the engine produce something simple in preparation for much more complex functionality next semester.

**Which features are being used and how?**

Some of the most noticeable features implemented in our current build would be.

\*This document will self destruct if exposed to direct moonlight.