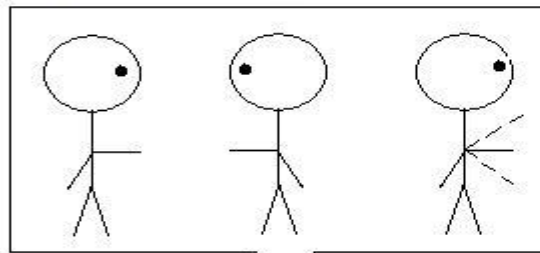


DAWN OF THE STICKS

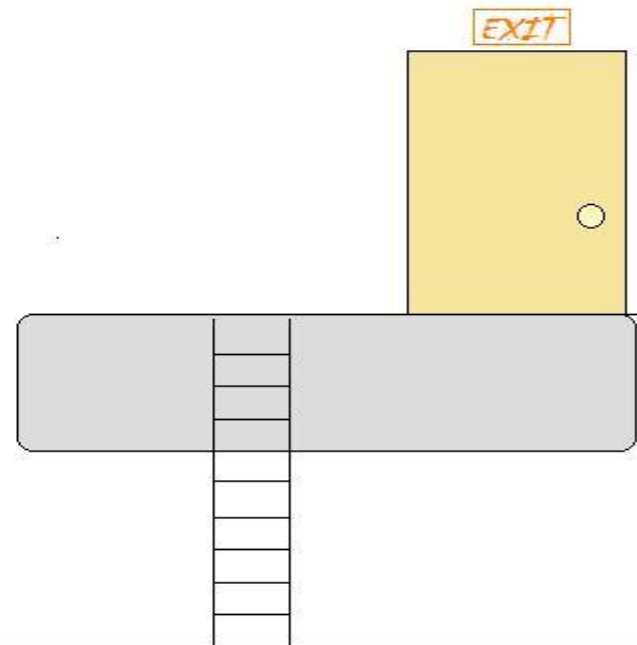
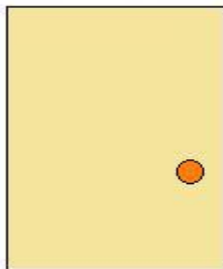
Nick Adrian
Chris Overcash
Zach McKnight
Thao Le

Graphic

Character Movement



Zombie Entrance



Ammo: 48/50

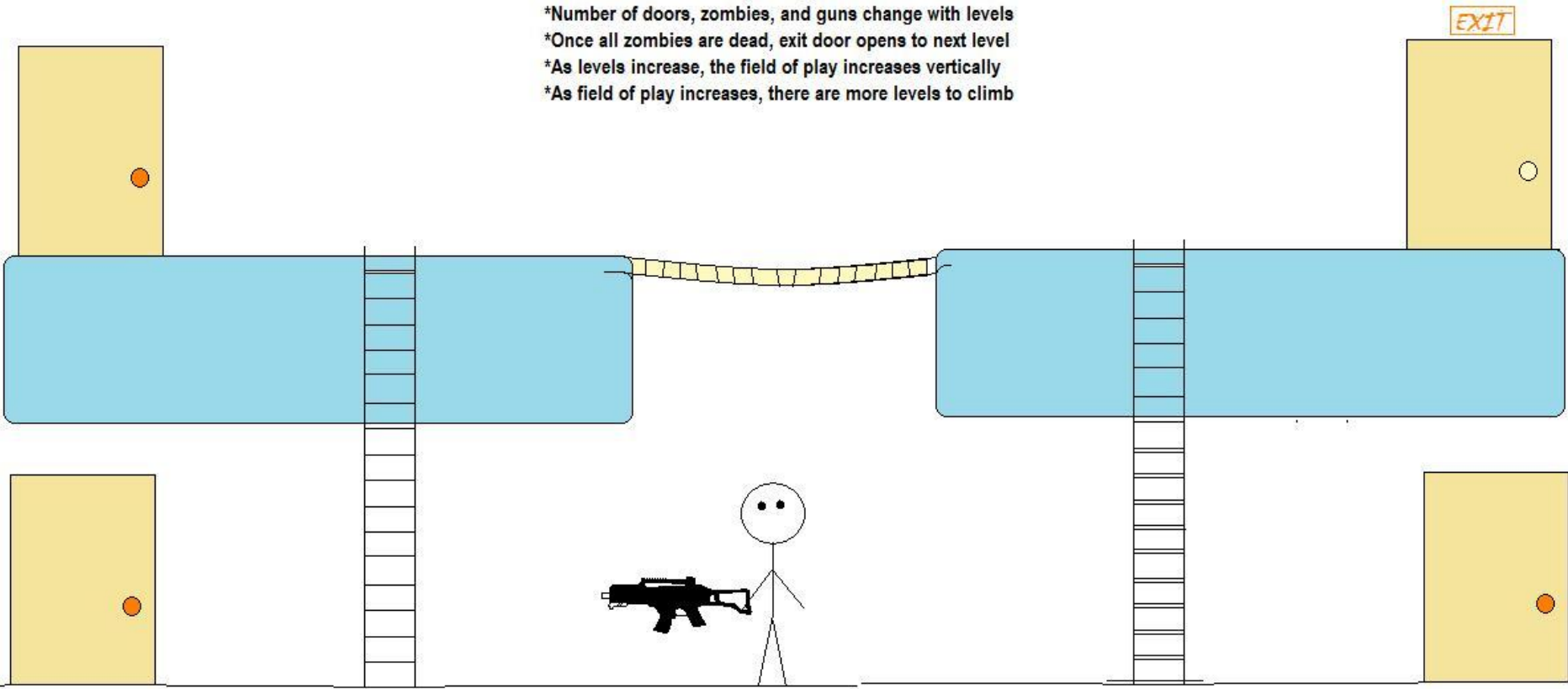
Health: 99%

Lives: 2

Level: 1

Kills: 8

- *Zombies enter randomly through doors with red handle.
- *Number of doors, zombies, and guns change with levels
- *Once all zombies are dead, exit door opens to next level
- *As levels increase, the field of play increases vertically
- *As field of play increases, there are more levels to climb



Ammo: 48/50

Health: 99%

Lives: 2

Level: 2

Kills: 8

Use Cases For the First Release

- ▣ Be able to move the character around(Left, Right, and Up)

Tasks for First Release

1. Title Screen
2. Horizontal Movement of Character
3. Basic Map levels

Who Does What Task

1. Nick Adrian(Character Movement)
2. Chris Overcash(Presentation for 1st release)
3. Zach McKnight(Game Maps)
4. Thao Le (Game Menu and character selection)

Time To Complete each Task

1. February 7th
2. February 7th
3. February 7th

Platform

- ▣ Desktop Application

API/Toolkits

- ▣ Unity/JGAME

Log of Meetings

1/27/12: Nick, Zach, Chris

1/30/12: Nick, Zach, Chris