**The Wolf Who Howled Boy**

**Authors:**

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**Description:**

It’s almost dark and the boy must get to the safety of a fire located in a corn maze. A wolf stalks the boy using his wolf senses and tracking abilities. Get to the fire before the wolf tracks you down.

**User Manual:**

To start the game double click on the icon, select your graphics settings in the game start menu, and hit play. This will bring you to the start screen. Press start to start the game.

**Playing the game:**

**Controls:**

**Player 1**

* Translation
  + Forward: W
  + Backward: S
* Rotation
  + Left: A
  + Right: D

**Player 2**

* Translation
  + Forward: Up
* Rotation
  + Left: Left
  + Right: Right

**Design Experiences:**

**Design Decisions**

**Design Deficiencies**

**What Would We Change**

**Work Done by each Team Member**

Andy created the artwork, the modeling, the animations, the path generation, the howling sound, the boy winning condition, and the movement controls. Tyler created the UI, the footstep sounds, the pausing mechanics, and the wolf winning condition.