

# DREXEL GAME DEVS



**Meet A.D.A.M.!**

# TEAM MEMBERS AND ROLES

Joseph Lipinski - Project Lead, Level Designer

Sarah Kushner - Game Artist

Zachary Lopez - Technical Lead

Matthew Freihofer - Physics Programmer

Patrick Nwanah - A.I. Programmer

Cory Cellucci - Programmer

# PROBLEM TO BE ADDRESSED

Bored? Do you have nothing to do? Especially not reading assignments or homework assignments.

Instead of being bored, why not play our game!

# WHAT TO EXPECT FROM OUR GAME?

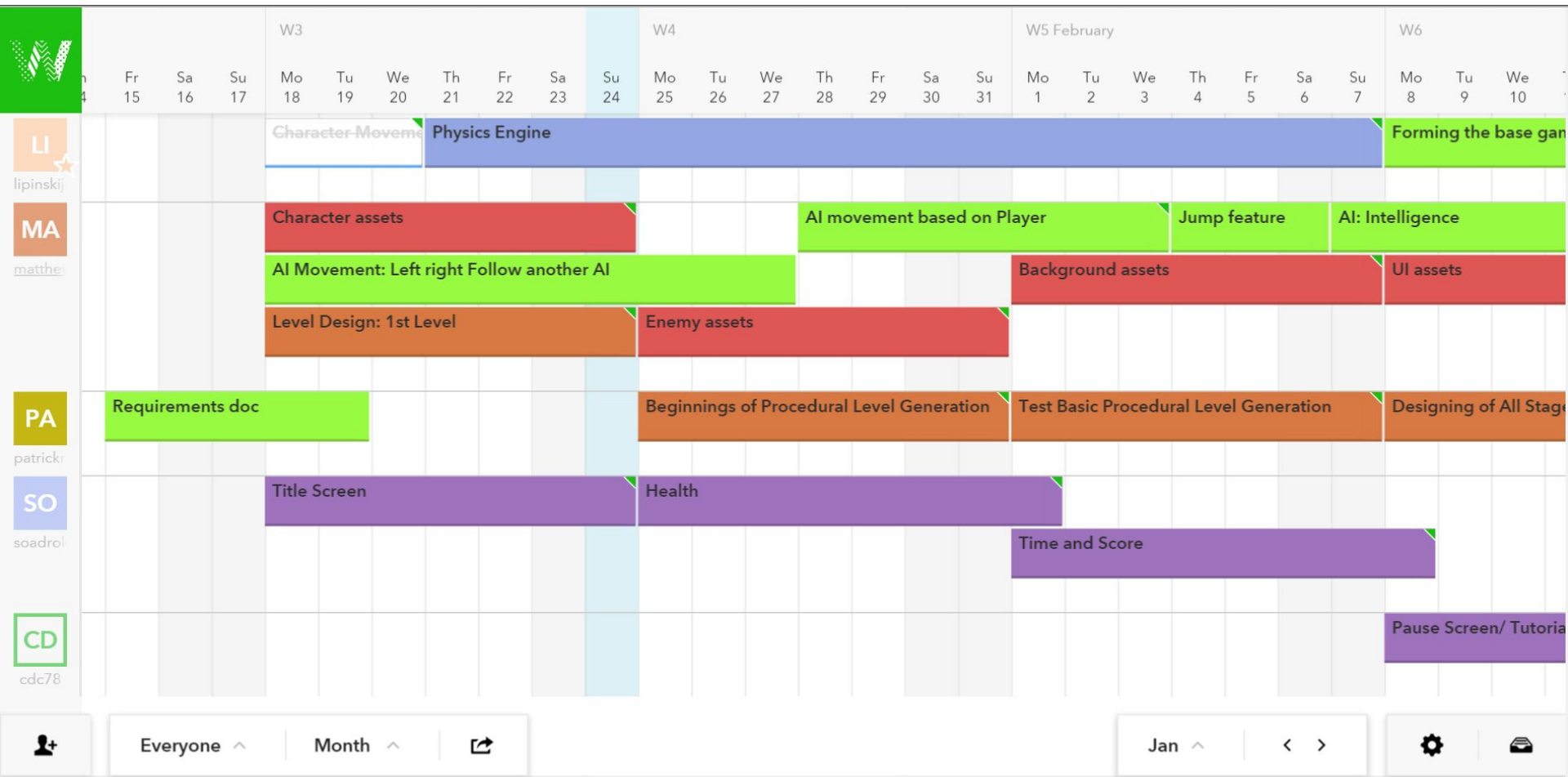
- Procedural level generation
- A.I. behavior responsive to player's position
- Physics will affect enemies and player alike
- 2D platforming and side-scrolling shooting
- 8-bit art style
- Scoring system

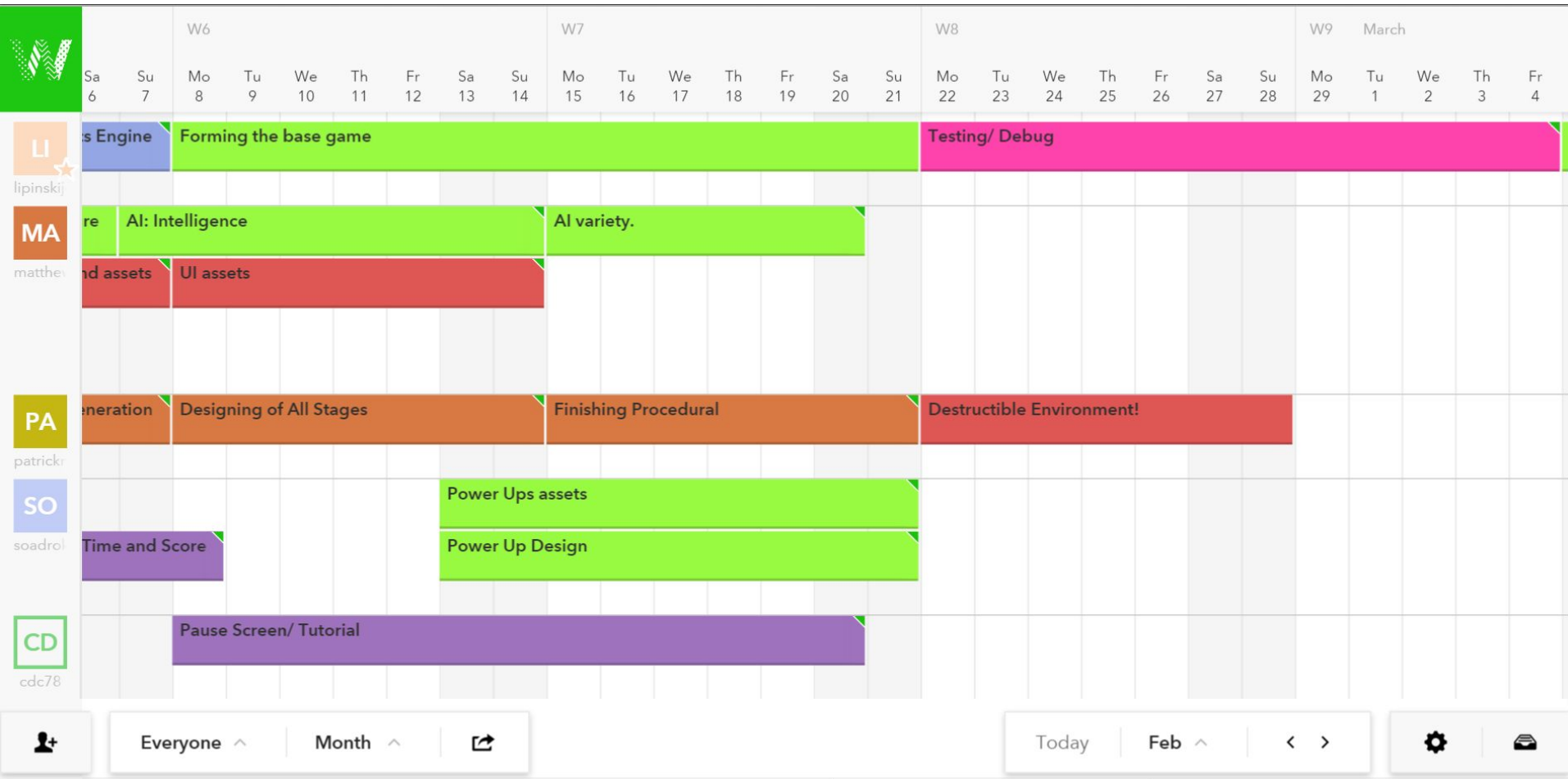
# WHAT WE ARE USING TO MAKE IT ALL HAPPEN

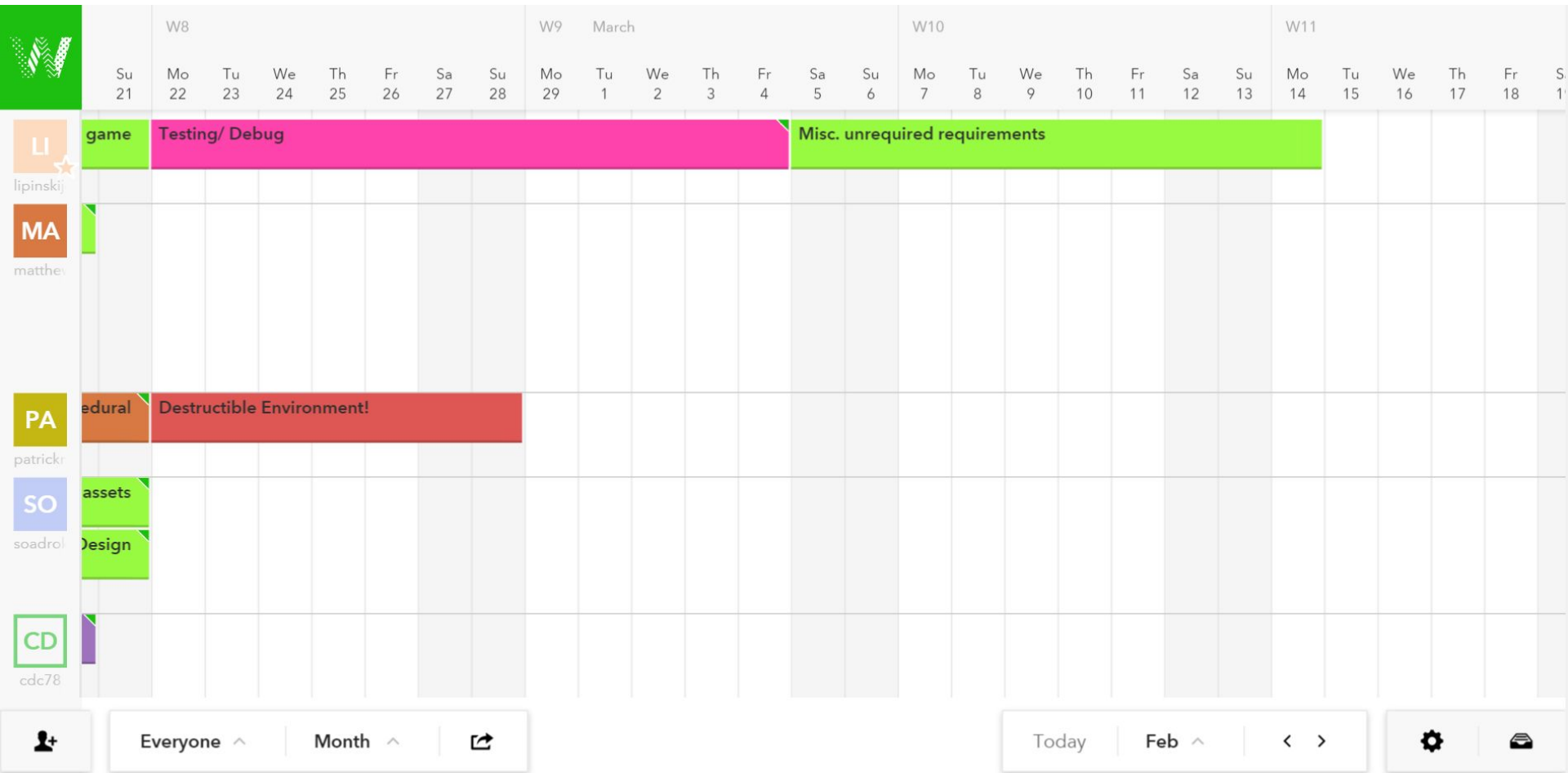
Pygame 3.2

Python 3.2

Visual Studio









DEMO!