**Title:** ColorDefense

**Team Members:**

Hongyi Meng

Wei Huang

Xiao Jiang

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**Design Goal:**

Our design goal for the aesthetic impact is trying to make game scene to be clear, each player can easily to locate themselves during the fight. Because we know some of players when they are playing the Co-Op game, they are hard to located themselves during the fight. For the dynamics we made when the monster hit the wall, it will explode and generated more monsters.

**Design Analysis:**

Our game reached almost all of the ideas from the high-level pitch; the players can play the game through the local area network. Also, each player has their own color, they can only kill the monster which has the same color. Because this game is Co-Op game, of course they each player can revive their teammates. The only thing that we didn’t solve is the network sometimes work unstable, so the monsters in the game might not synchronized in all the players computer. But in general, we think we made a great Co-Op game. Some of us learned how to use the Unity to make a game, and some of us learned the teamwork to group project is important. Also, we learned the “Quick and dirty prototyping” is a good idea to make a game.