**Title:** ColorDefense

**Team Members:**

Hongyi Meng

Wei Huang

Xiao Jiang

Enjie Lei

**Design Goal:**

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

Design Analysis:

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