Title:

Authors:

Anthony McAffee ([amcaffee@unb.ca](mailto:amcaffee@unb.ca))

Jason Tran ([jason.tran@unb.ca](mailto:jason.tran@unb.ca))

Matthew Hunter ([mhunter1@unb.ca](mailto:mhunter1@unb.ca))

Samuel Cowper ([samuel.cowper@unb.ca](mailto:samuel.cowper@unb.ca))

Game description:

Genre: Fantasy Platformer

Story:

A solid droplet of light falls down a dark chasm and lands in a cube of slime at the very bottom. The slime becomes aware of its surroundings and begins to explore. As it does, the light’s memories beckon the slime to reach higher in search of the surface. Along the way this cute little slime will need to build tools and upgrade abilities to overcome obstacles and climb to higher levels. It will meet friends, enemies, and others as it discovers the magical world it has woken up in.

Player character:

Game entities/objects

Game levels

Development platform: Unity

Target Platform: PC

Team member responsibilities: