CS 4730: Computer Game Design
Design Team: Bosses Part I

Overview
For this assignment, you will implement two of your game's bosses.

IMPORTANT NOTES
1) For this assignment, your larger group will submit a SINGLE BUILD of your game, with the additions of each of the three sub-teams incorporated. This will serve as an *alpha release* of your game.

2) In lab, you may have negotiated slightly different requirements than are specified in this document. If this applies to you, then work on the requirements you agreed to with your TA.

Bosses
The first two areas of your game are each required to have a boss. Your job this week is to implement these first two bosses. Each should work as specified. You are NOT required to implement the interactions between the boss and the character or with other environmental elements. For example, you may code your boss to charge and ram the player, but you are not responsible for ensuring the player takes damage when struck.

Those interactions are one of the requirements of your level team though, and you are thus required to work with your level team to ensure those interactions are implementable.

Step 2: Alpha Build
This week, it should be possible to fully play (potentially with small bugs and lack of polish) the first two areas of your game, including the first two bosses. While you are responsible primarily for the behavior of the two bosses, you should work with your team members to ensure everything gets merged together smoothly and correctly.

Turn In
Submit a single zip of your game on Collab OR a link to a github repository with ALL of the additions from each sub-team incorporated.