

- a. the title of the game: Classroom Critters
- b. the name(s) of the author(s): Marie Kyleisha E. Umbay & Gershwin Colin C. Hierro
- c. a description of the game: It is a 2-player platformer game inspired by an Ateneo classroom and the Cateneans.
- d. an explanation of the mechanics of the game: One player is blue and the other is red. They must jump through the platforms and reach the finish line, which is the door, through teamwork to finish the game.
- e. detailed instructions on how to play the game: Players shall use WASD controls to jump and move in the game. There will be buttons that only correspond to a player based on their respective colors. There will also be spikes and holes that may kill a player when they are not the same color.