



Group Lima

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Mr. Mark Baldwin  
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Golden, CO 80401

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CSCI477 - Game Development Beta*

Dear Mr. Baldwin:

We hope you are well. We are Team Lima, and we are reporting our progress so far for the Beta Release. We would like to inform you of accomplishments made after our Alpha Release.

Following the Alpha Release, we wanted to add more features to our game. However, we felt it more important to address anything that was missing in our game at the time of the Alpha Release. We added in the rest of the functionality to make a working game, and added a few new entities like a new hazard for the final level and fog to reduce the player's visibility and make it harder.

With the finished functionality, we wanted to add to the artist theme a little more in our levels. We wrapped each level in a frame so it would look more like a painting to make it more obvious that the character was trapped in their painting. We also added tutorial text in the first level to help the player understand how the game works and how certain items could trigger certain events.

Our deliverables this time around consist of the fully playable game, including all of the code, as well as sprites and musics needed to run it. The deliverables are enclosed in the zip file along with this letter. We look forward to completely finishing up our game and getting it ready for the final release.

Sincerely,

Group Lima