



Group Lima

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CSCI477 - Game Development Phase 6

Dear Mr. Baldwin:

We hope you are well. We are Team Lima, and we are reporting our progress so far. We would like to inform you of what we have accomplished and what we plan on working on next.

Over the past few weeks, we have begun to structure the layout of each level within Game Maker, and have also began to implement the mechanics we are going to use to create gameplay. Many of the sprites and music that we will be needing have been completed as well. We have agreed upon a theme as well, and have been able to make fairly significant progress in developing the game.

As of now, we have added the capability of moving the character through two distinct levels, each with its own unique twist. We plan on creating a larger, and more difficult third level once we refine these two to our liking. The first two levels can be demo'd using the included files.

With that being said, our deliverables this week consist of the game so far, 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 accomplishing more in these upcoming weeks.

Sincerely,

Group Lima