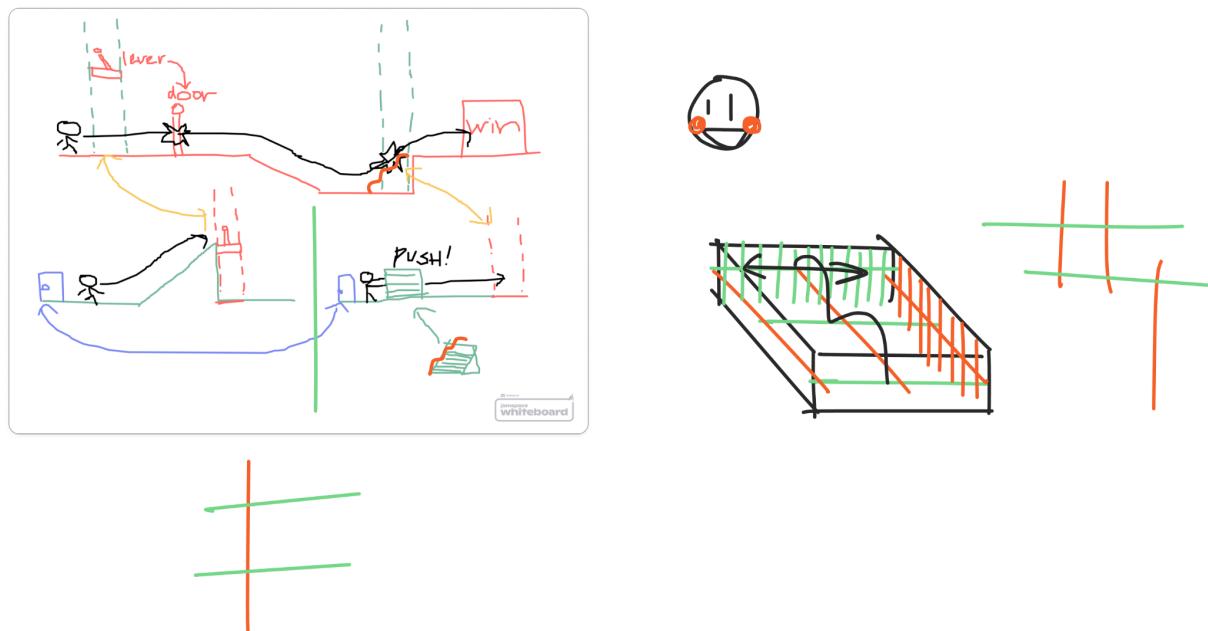


Game engine: Godot

Scope

- Timeline established in 2 weeks (Jan 20th)
- 2D graphics
- Co-op
- Local -> online
 - P1 left-hand side, P2 right-hand side

Core mechanic: Players are confined to one of two perpendicular axes. Players cannot see each other's POV



Player abilities:

- Switch between parallel planes at specified points (ex. door)
- Move objects along constrained axis
 - Can “hand-off” objects to other player

Controls: P1 WASD, P2 arrow keys



Branch hierarchy (Git): main ← dev ← feature/*