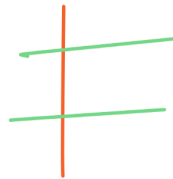
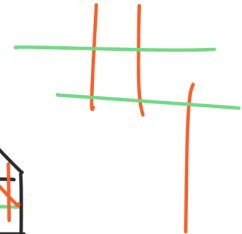
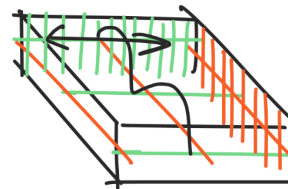
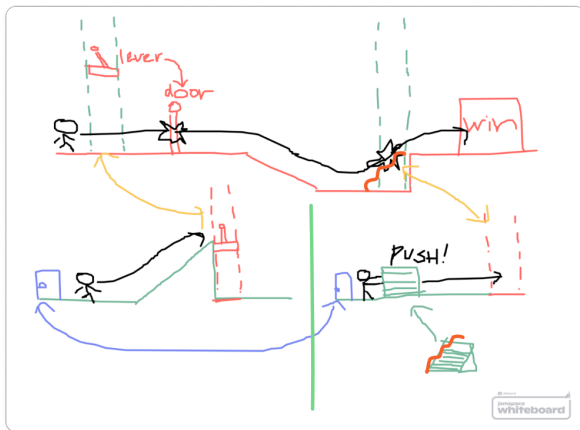


## Game engine: Godot

### 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/\*