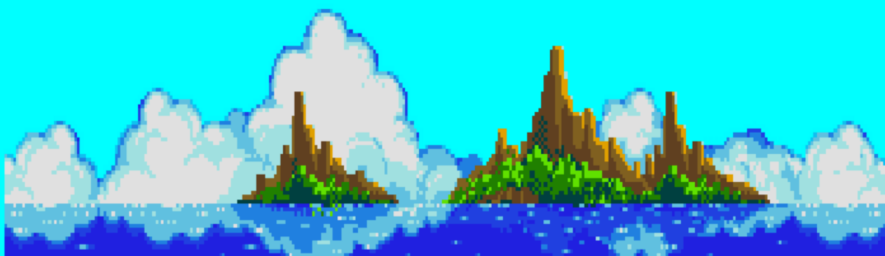# Monochrome

formerly "Buckingham Palettes" formerly "Paintey Pete"

# Objectives

- Puzzle game
- Core mechanics centered on colour
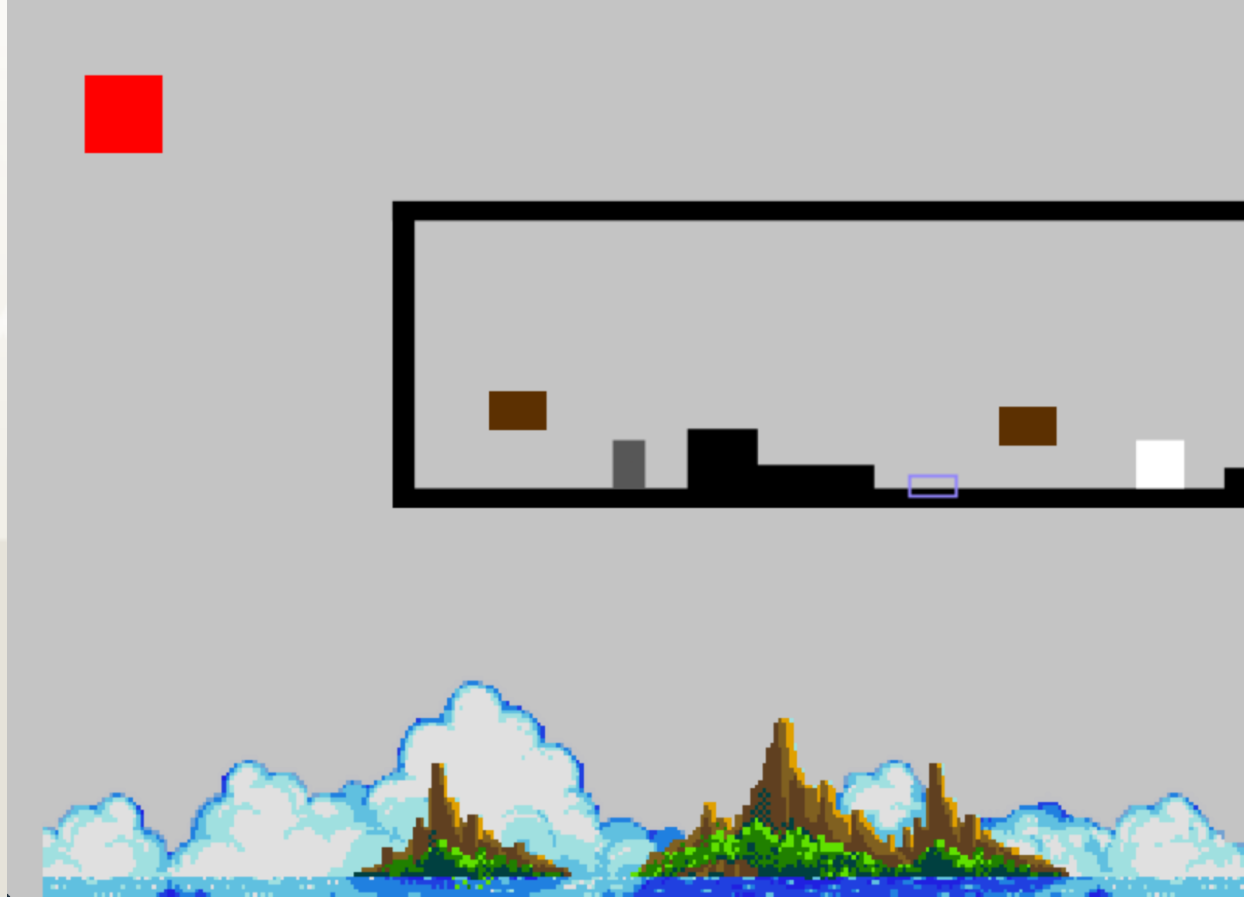- Easy to understand, difficult to master
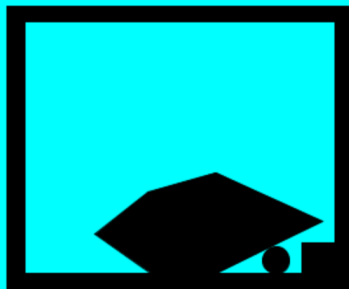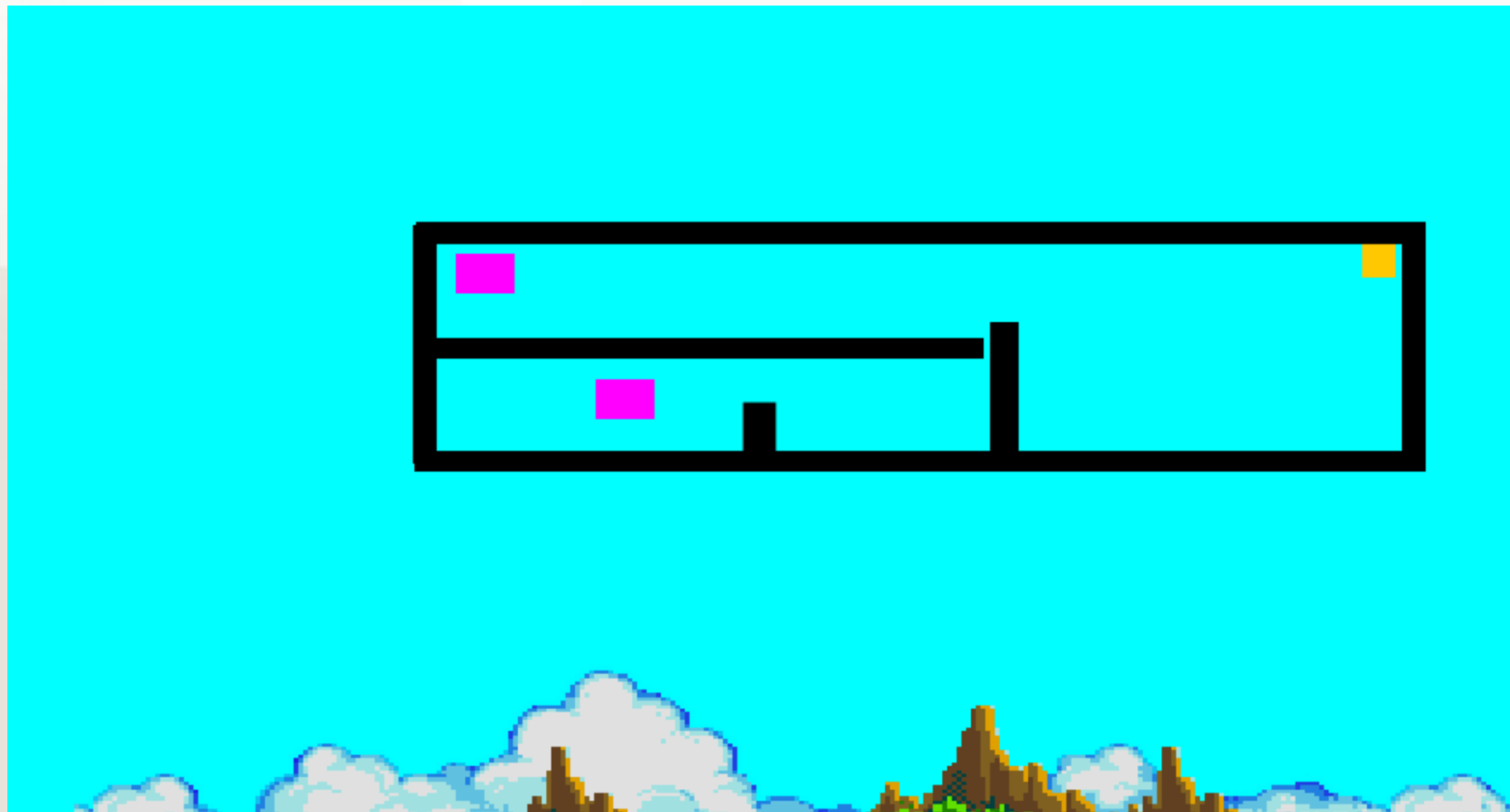
Final 1
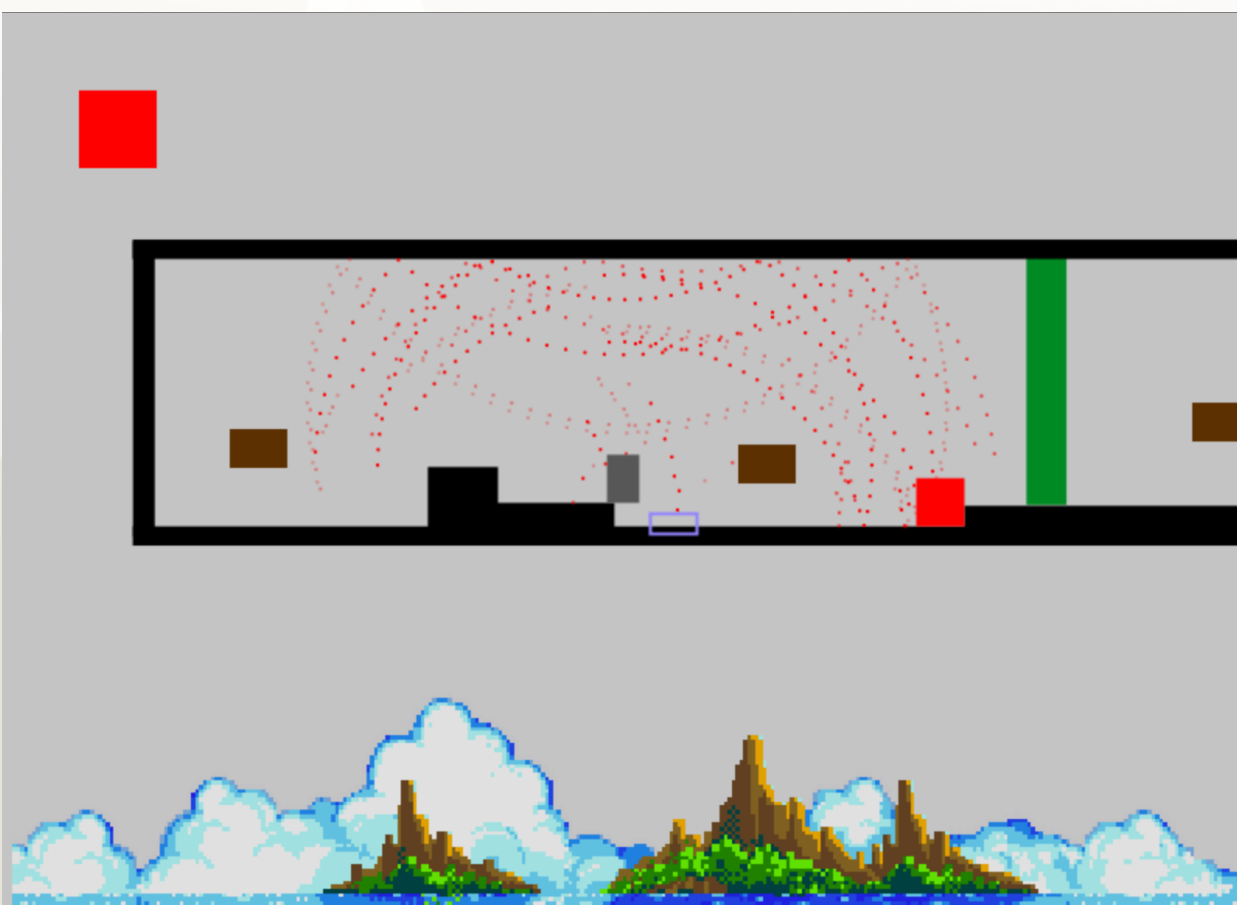
Final 2

**Paintey Pete**
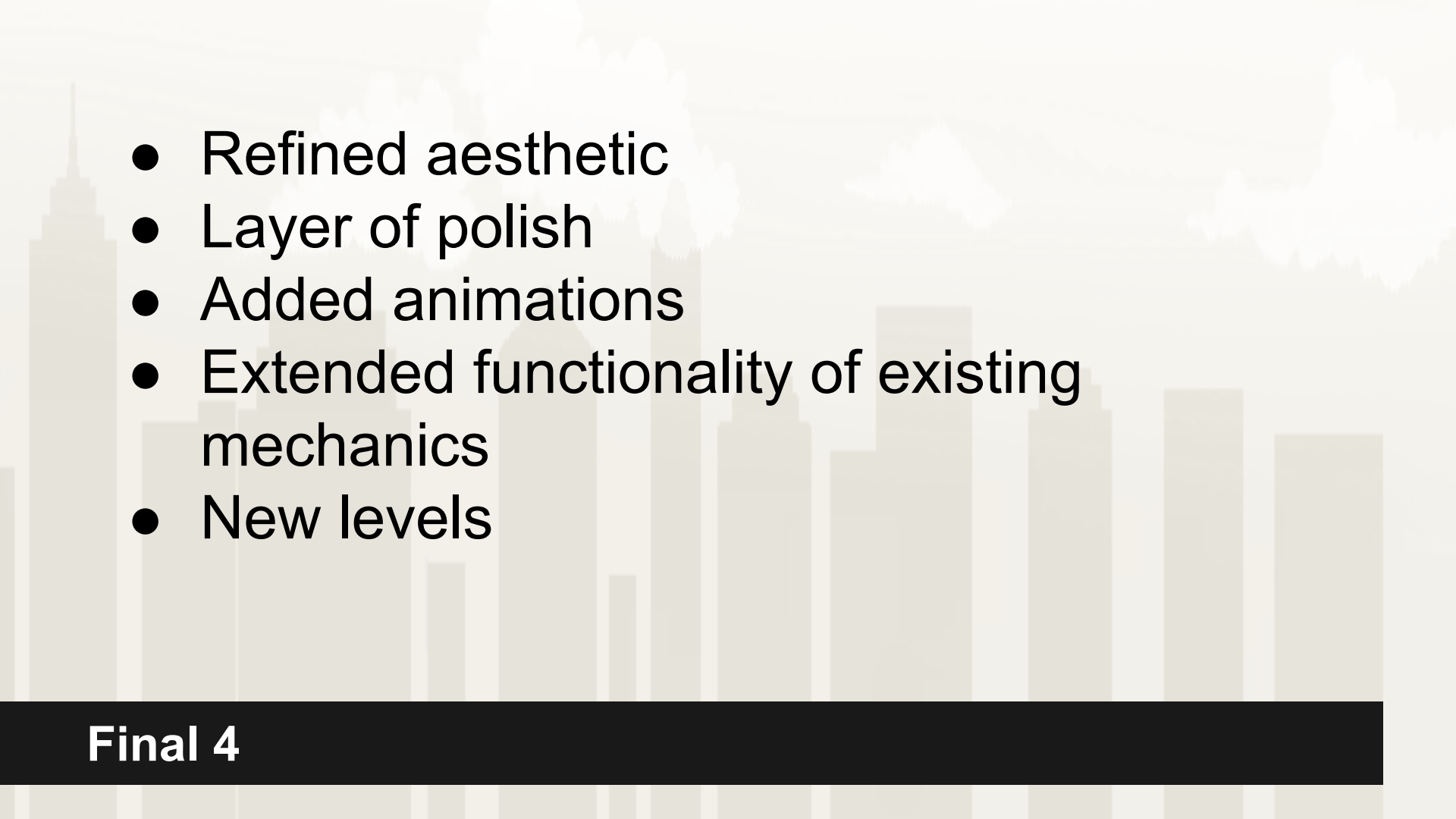**Start Game**

this is the main menu

Final 2

**Final 3**

**Final 3**

- Refined aesthetic
- Layer of polish
- Added animations
- Extended functionality of existing mechanics
- New levels

# What didn't go so well

- Integration with JBox2D - easier said than done
- Time
- Level design

# What went well

- Integration with JBox2D
- Accurate expectations for weekly milestones
- Solid core mechanics