Team Profile

**List Your Team Members and their user id’s (abc123) Below:**

CDC78

PN342

MRF77

JSL94

ZTL25

**Which of these team members will serve as your project lead?**

JSL94

**Which of these team members will serve as your support lead?**

ZTL25

**What is your team name?**

Low-Res Studios (Parody of Hi-Rez Studios)

**In general terms, what is your project idea?**

To make a “simple” platformer in python. The player will go through levels and shoot or avoid enemies in order to progress through the level. Physics will be implemented so that projectiles and objects on screen behave more realistically. There will be a final boss with multiple stages.

Given enough time controller support is a goal that we wish to tackle.

**What resources will you need to complete your project (for example, servers and other physical materials)?**

Team members will need laptops each to program (everyone already owns their own), one laptop will probably be used during the presentation to play the game.

**What are some areas your group will need to learn or try before determining that this project idea is viable?**

How many objects can be active on the screen at once without out sacrificing game performance. How to use a tile map for efficient tile collision.

Some members are newer at coding in general and will need to learn python.