Milestone 1
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MART 460

So for my project I think I'm going to use unreal. I'd like to do a continuation of Axe ninja, because I don't think unity gave it the look I was after. Unity is much better with the 2D assets and gameplay. With Axe ninja I want to have some much better looking models, better mechanics, and just a better feel to the game ie a start screen, loading screen, different levels and enemies to fight. Overall I just want to push the game to what I think it should be! Let me know if you think I should do a different game or anything else!

Thanks Michael!
Dean