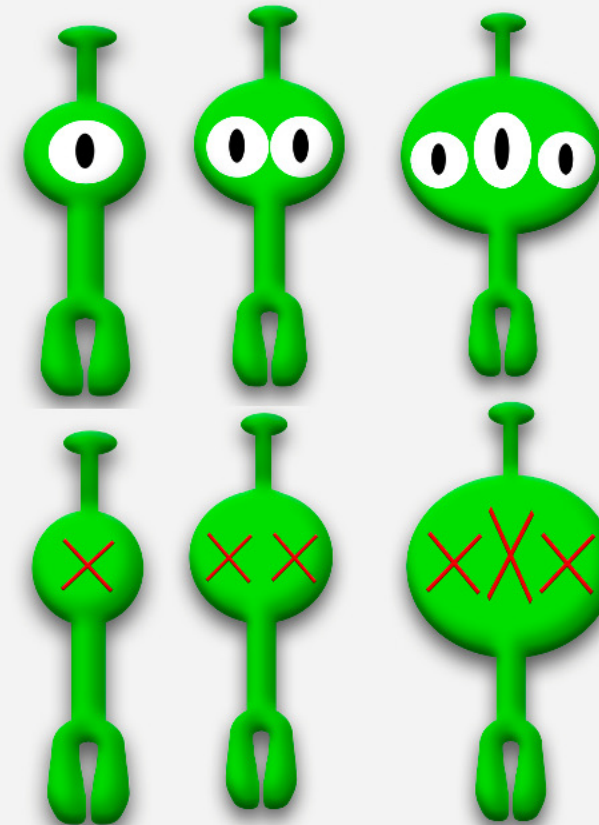


# TEAM MATES WORK



This is poppy's work on the background and platforms for the game, the clouds will be used at the start then transitioning into the asteroids when the character moves up through the atmospheres.



This is James work on the menu and enemy design, he has created 3 types of enemy shown by the number of eyes they have to indicate the difficulty of the enemy, he has also created a menu screen before loading into the game, and a screen for when the game ends.

