1. First discuss the game concept and why it should be published, using the game demo to aid in your presentation.
   - fun
   - difficult
   - learn as you go (get better each run)
   - unique theme for the genre (bullet-hell car theme)
   - progression
2. Demonstrate how to play the game. This is an opportunity to show-off your best features.
   - Just play the game
   - Kill as many enemies as possible to gain scrap used to buy upgrades and new weapons.
   - Ultimate goal is to reach the end of the level without dying
3. Discuss good gameplay features and challenges.
   - projectile based weapons (update engine so we could switch from hw3-style line projectiles)
   - upgrading stats (UI, passing data between scenes)
   - weapon shop (UI, passing data between scenes)
   - distinct enemy types (creativity, art, sounds)
   - level design (tilemap was time consuming)
   - game is hard (lots of time spent balancing)
4. Describe the team's distribution of work on the project.
   - generally worked together through using Discord
   - one member would often code while others would watch, think, suggest changes and help with debugging in real time.
   - each member contributed to art, level design, music/sounds
   - Rocco's friend Kyle helped creating music/sound effects (all using petaporon and bleeper)
5. Allow the Instructor to play each of the game levels. If the levels are particularly difficult or time consuming, provide a cheat so we may test each level.
   - player can choose to start from any level using the level select screen and progress as follows
   - we didn't intend on players being able to skip levels as they are heavily disadvantaged because they miss out of weapons and upgrades.