**Android Final Project**

1. Name: **Cruel Blood**
2. Project participants and their roles:
3. Adam Merkel: Player/Input/Upgrades
4. Wesley Allard: Art/Animatios/Menu Scenes
5. Eric Roodzant: Audio/Art
6. Rohun Banerji: Enemies/Wave Manager/GUIs
7. Project specification - detailed description of the project you intended to design.
   1. Top down action game
   2. Wave based Arena brawler
   3. Swipe from the player towards an enemy to dash towards it and attack
   4. 5 unique weapons with different mechanics
   5. 6 upgrades for each weapon and player stats
   6. 2 huge and scary bosses
   7. Endless levels – keep playing until you die horribly