

CSE 441
Project Name: HUNTETD
Developer Team: BOI (11)

Developers:

1. Francys Cunanan - Level Designer
2. Matthew Fayette - Level Designer
3. Jose Magallanes - UI Designer
4. Jesus Espinoza - Sound/UI Designer
5. Angel Zuniga - Pixel Artist

Description: Stealth, Top-Down, Sci-Fi

You are a slime boi that escaped from his tube. Slime boi must escape the lab by picking up nameless keys to get to the next room. Droids and security are looking to neutralize you before you even get the chance. ESCAPE!

Comment: It was rushed. We know how to fix the errors, but couldn't do them before the finish line. I'm sure the other team feels the same way as well (online classes are a hassle).