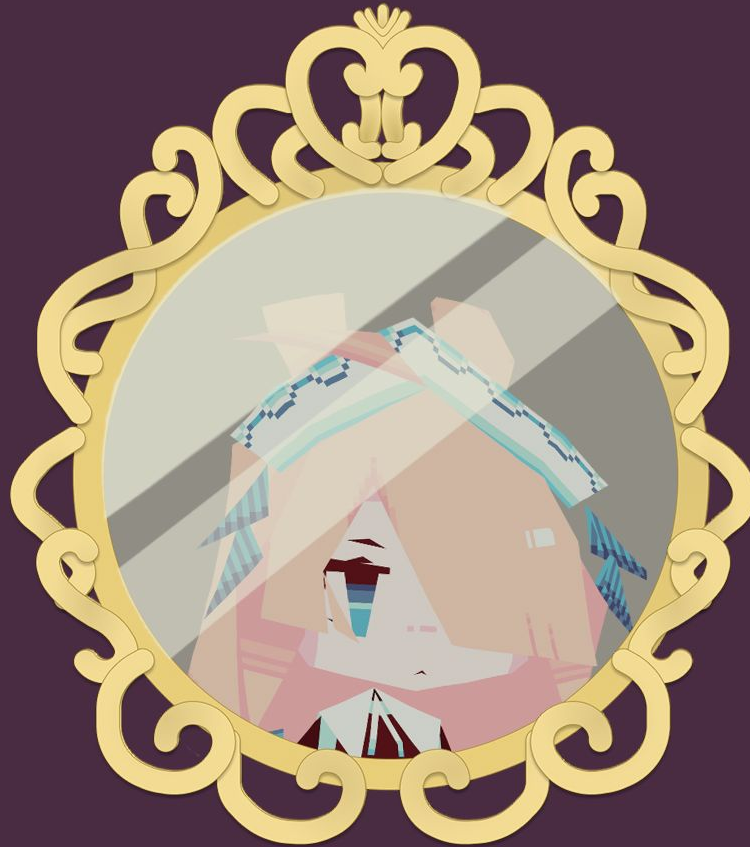


Cassidy's Castle Cleaners

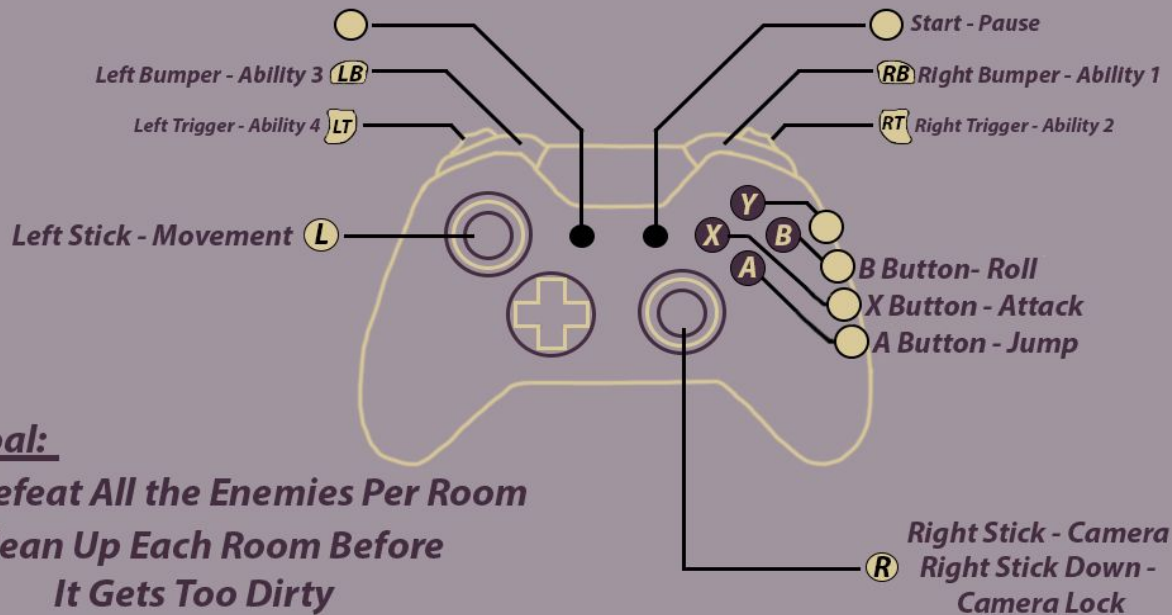


Team 4



<https://sunnieside-boi.itch.io/cassidys-cleaning-crew>

Controls



Goal:

- Defeat All the Enemies Per Room
- Clean Up Each Room Before It Gets Too Dirty
- Escape and Get Your Paycheck



Highlights



- Consistent compliments/praise for Art & Animation
- Sharing of knowledge and methods leading to everyone having access to necessary information for many different aspects of the project
- Designing around the thematic of maids and cleaning forced us to build out in directions not initially intended
- Successfully completing our demo build!

Low Points

- Struggling to merge different branches together
- Managing 2 Unity UI Handlers
- Keeping a realistic roadmap and view of the future
- Deciding how we would implement sound into the game, and then solving problems related to our solution
- Deciding what aspects of our game's design were unique and how to push those concepts to keep them relevant
- Models and animations would break importing to Unity





Credits

Andi Barron
Solomon Bell
Miguel Cedillo
Dong Il Cho
Victor Derbier
Jackson Gerard
Jessica Huang
James Jek
Karoline Lujan
William Morales
Lyza Stevens