Polar bear <3

Goal: Dungeon like progression, save mother earth

* Action RPG
* Zelda type gameplay
* Freon/Pollution Final Boss
* Temperature, earth house, green house meter
* Quests from mother earth, powers as she gets stronger

Key Classes

* Scene
* Position: x,y
* Entity
* Sprites
* Speed
* Direction
* Image
* Collision Volume

Brent and John – Collision Detection

Kenny - Entity Class

Ryan and Kevin– read up on C#

Vinnie – Sprite class and Sound

Alberta – Xbox 360 controller Input

Jason - Particle system

