February 26, 2018

PANIC! AT THE COMPUTER INC.

Colorado School of Mines

1500 Illinois St.

Golden, CO 80401

anienhaus@mymail.mines.edu

Professor Mark Baldwin

1600 Arapahoe St.

Golden, CO 80401

Dear Professor Baldwin:

During this phase, we all completed our individual deliverables. This included making one frame of each sprite as well as the first three cutscenes, designing the five level layouts, implementing sprite transitions for different actions, and creating all objects and WASD movement for the cat.

We worked mainly individually for this phase, communicating over text and sharing files when necessary. We met once we had completed all of our work to review the quality and completeness of everyone’s deliverable, and to write this letter. We made some small changes to our Design Document, which we have also included in this deliverable.

We are pleased with how the game is coming along so far and we hope that you will be as well.

Best regards,

PANIC! AT THE COMPUTER INC.

Tracy Karol

Anna Nienhaus

Kolton Ponte

Joel Walker