MoodSwing Game Summary

1. Premise
2. Unique Game Features
   1. MoodSwing is a non-linear, multidirectional tower defense game.
   2. Instead of using bars and numbers to represent hit points, MoodSwing uses change in saturation.
   3. Instead of building towers to kill monsters as is done in conventional tower defense games, the goal of MoodSwing is to build centers of development to help people.
3. How It Addresses the 2011 Theme
4. Pre-existing Source Code