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Stealth Basketball

**Introduction:**

Stealth Basketball is a time-based action game on a grid. The player will traverse a 2-D grid with each command being executed on a constant rhythm.

**Prototype:**

Setup

Our prototype is one level.

Time

The prototype currently executes actions every 1 second. The player is not restricted by this timer but the guard is. Every 1 second, the guard will either do nothing or make 1 move based on his AI.

Controls

Player Controls

Player Movement

Grid

How things move

Guard Movement

Guard AI

GridSprites

PlayerSprites

Guards