**Name**: End of the World!

**Team Members**: Connor Besancenez, Wendy Eloe, Andrew Hoskins, Devin Miller

**Team Name**: The Four Fives

**Mechanics**: Player controlled character will move through a large building on a level based sidescroller. The Player will be able to shoot at enemies and overcome obstacles throughout each level. Each floor might have a different theme and possibly different puzzles to solve in order to progress to the next level. A high score system will keep track of a player’s progress through the levels and tell them how high they managed to go before failure. Players will complete the game once reaching the top and completing the objective (pushing the magic button).

**Story**: In a world ravaged by war, powers outside of your control have decided it be best to destroy the world in order to save it. You know this is not the right thing to do and you know exactly how to stop it. A large building at the head of your current government holds the key to saving the world and you are the one who must do it! There’s a doomsday button at the top!  You must get to the top of the building to press it and save the world!

**Aesthetics**: The images will be very cartoon-like (and will be heavily dependent on the sprites we are able to find).  Our current plan is to have each floor/level be a different theme.  (This is a very strange building).  Ideally, we would like to have at least four levels to demo (everyone coming up with an idea for their own level).

**Technology**: We are using Unity.