What is it?  
‘Pillow Gladiator’ is a 2D two-player competitive arena game. When playing this game, the two players will face off in an epic duel. Both players can use basic attacks, and each character has one special ability which can be used in combat. This is the first digital game concept that I, in cooperation with a project group, have created for my study. This game has been made using Haxe and HaxeFlixel and is developed for PC.

What did I do?  
During this project, I have taken lead in programming by laying out how the various elements should/will interact with each other and how these goals can be achieved. This design was later divided into tasks which could be distributed across the development team. To get everyone one the same page what our capabilities are, I have researched the capabilities of the tools we were using and assisted others with implementing/using these methods. Besides this, I have also taken part in the general design of this game.

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