**CS 12 Unit Project - Commodore 64 Game:**

Group members: David Liu, Richard Song

Team Lead: None (2 person group)

Game Title: Cosmic Defender

Game Description: Fly around in a spaceship to destroy enemy ships and dodge incoming projectiles. Progresses in levels. Each level gets harder to beat.

Hardest Functionality: Level progression

Due Dates:

* Prototype 1 (hardest functionality and main character working) - MonNov 7, 2022
* Prototype 2 (playable game) - Tuesday Nov 15, 2022
* Final version - Mon Nov 21, 2022