## Summary

Game Studio Name:

* **Professor Games Studio**

Team Members (include name, NYU email address, job title(s)):

* **Carmine Guida,** [**cguida@nyu.edu**](mailto:cguida@nyu.edu)**, Professoring**

Game Title:

* **Slides vs. Projectors**

Game Genre:

* **Tower Defense**

Setting / Theme:

* **Futuristic Classroom**

Target Platform:

* **iOS/Android Tablets**

Influences:

* **Assassin’s Creed**
* **Batman Arkham City**

Core Mechanics:

* **Stealth**
* **Critical Timing**

Elevator Pitch (one sentence):

* **A unique stealth game where you are the professor of a futuristic classroom battling against all odds versus an overhead projector.**

## 

## Assets Needed

Characters

* Player
* Enemies

Environment:

* Backgrounds
* Foreground, Obstacles, etc.

UI

* Logo
* Menu
* Level Select
* Credits
* Game-Play
* Win
* Lose

Sound

* Environmental (Ambient)
* Hazards/Obstacles/etc.
* Player Sound Effects
* Enemy Sound Effects

Music:

* Menu
* Each Level
* Win
* Lose

## 

## Schedule

Due 04/03:

Due 04/10:

Due 04/17:

Due 04/24:

* Playtesting Results

Due 05/01:

Due 05/08 (FINAL PRESENTATION!):

## Notes from Playtesting

(do not reveal anyone’s identity):