Group 1: Zach, Christian, Miguel, Maria

Figure out what kind of music fits certain types of games

Learn how to make good character designs

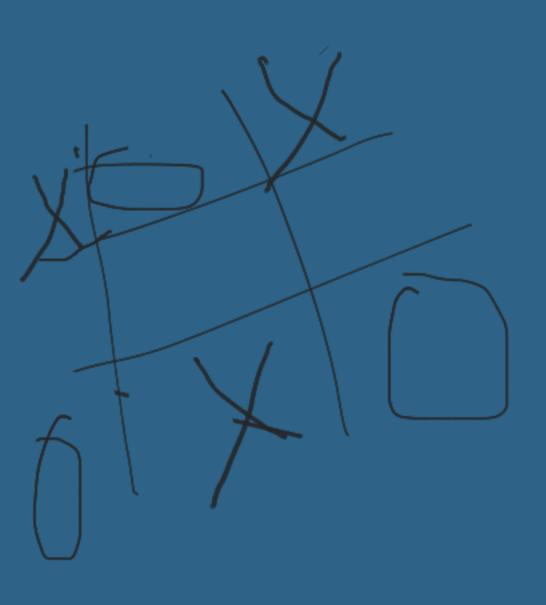
Learn tips about drawing with pixels Weekly challenges (make a game / build story with a character with a picture and background)

art design competition

Focus on more personal music and art

Group 2: Andrej, Oscar, Jonathan, Mel, Andy storyline / branching paths, decisions affect outcome

RUC





Group 3: Kenny, Matt, Amaris, Jeremiah

Introduction to Construct 2 Outside of ASM Have small assignments over the weeks but one main focus personal project, during the whole summer program. Each week should be taught a different program (construct 2/piskel/etc.), final 2 weeks should be on personal project

Brainstorm possible ideas for the personal project to be based around. (Personal project doesn't start till the next week is due until a group decided date)

Group projects and solo projects

Group 4: Nathan, Jocelyn, Shreyas, Koda

Have some good ol boss music

Gotta have them graphics too

Don't make fun of others ideas share Da Air (let everyone pitch in)

Some of us could work on specific parts of the game like programming/art/mus ic to spread out workload

