

**reject aesthetics, embrace M O N K E  
(the game must include monke)**

**The game needs to have music that slaps hard**

**The game needs to have cool monke animations**

**The gameplay must be fun. Game length or level amount not specified**

**The website for our design team needs to be really cool**

**No politics. Just monke**

Aesthetic: [V a p o r w a v e]

Specialty: Artistic oriented. Visual / Music

Game style: Soap (story oriented action platformer)