Project Name: Airlock		

Project Leader: Dan King	Start Date: 28/01/2025	End Date: 15/05/2025

Project Summary:

This project was the development and creation of a Sci-Fi Brawler style game similar to that of Super Smash Bros called Airlock. The aim is to create a casual, fun and vibrant as it's a party game where the point of playing it is for the player to have fun and fool around with friends either online or offline as something stress relieving but with a high enough skill ceiling to allow for more competitive play.

Project Roles and Responsibilities:

Name	Roles	Responsibilities
Oliver Lund	Logo/Menu Design/Brand Design	To design and create the logo of the game and the branding material and menu designs.
Dan King	Coding	Coding the game and creating it
Dan Peters	Coding	Helping with the coding of the game as well
Kanchan	3D Model/ Design	Creating 3D Model designs of weapons and other elements that will be implemented into the game
Josh	3D Model	Designing other 3D Model designs that will be implemented into the game