In the city of Aegis, life is bleak and freedom is non-existent. Anyone who stands against the ruling class is subject to quick and silent disposal. Take control of the Members of Blacklist, a group of escapees. With the aid of the mysterious Informant, will they overthrow the horrific government and restore liberty to the people?

Accomplishments:
- Implemented Core Game Mechanics
- Completed Two Levels
- Became Experts With Git and Unity3D
- Learned C#
- Worked on an interdisciplinary project (Art, Music)
- Original Artwork
- Three Distinct Bosses

Contributions:
- Neil Hoggatt – Team Leader
- Yash Ahuja – Technical Lead
- Ryan Cram – Level Designer
- Peter Trang – Artistic Director
- Heather Kim – Artist
- Andrew Valdovinos – Musician
- Gabor Kondas – User Interface

THE GAME PLAY
A real-time, squad-based, tactical side-scroller. The player will control the group of revolutionaries, guiding them through their uprising. Each part of their adventure will consist of a level, each with unique objectives and obstacles. Throughout the game, the player will:

- Hack traps and other hazards in order to gain a tactical advantage against their enemies.
- Control squad members and manipulate their environment through point and click controls.
- Take advantage of the skill set of each team member, which allow the player to sustain their squad (healing/shielding), sabotage the enemy (remote hacking/EMPs), or gain important strategic insight of the area (stealth).

THE TOOLS
- Adobe Illustrator
- GIMP 2
- Google Drive
- GitHub
- Coded in C#