

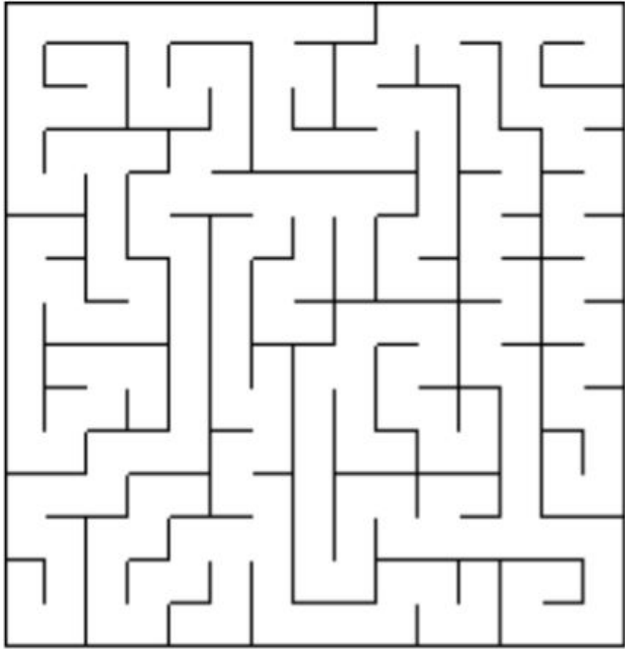
# Oh Deer!

**COSC435 Final Project**

**Mary Festa, Bec Mitchell, Noah Hoff, Alexandra Nie**

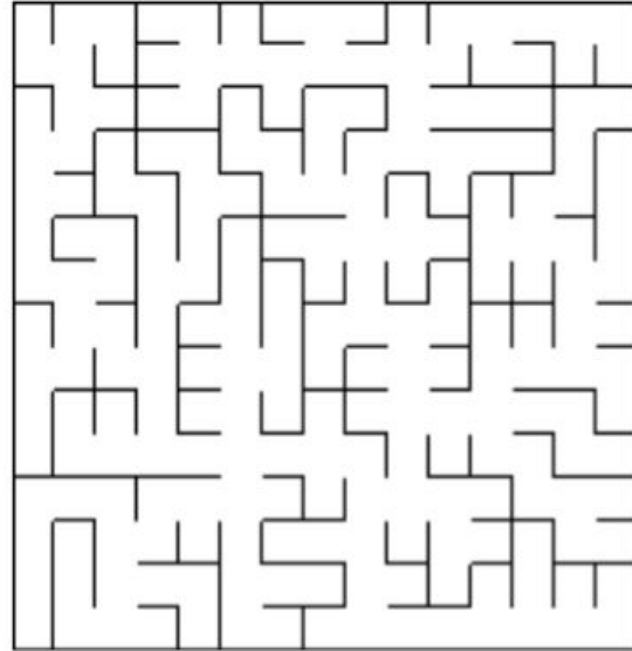
# Maze Generation

Hunt-and-Kill



Easy to implement  
Medium number of short cul-de-sacs

Prim

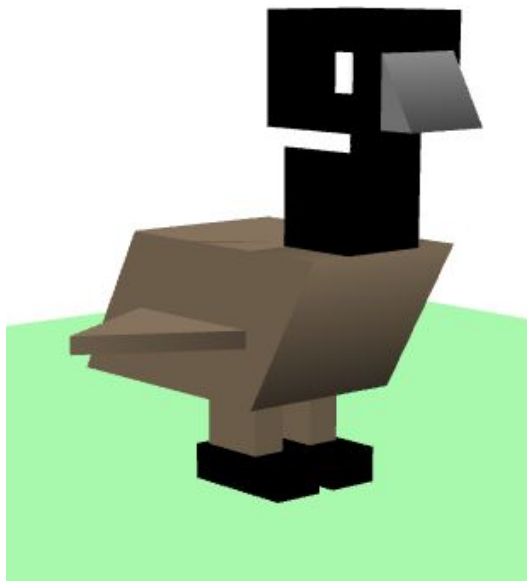
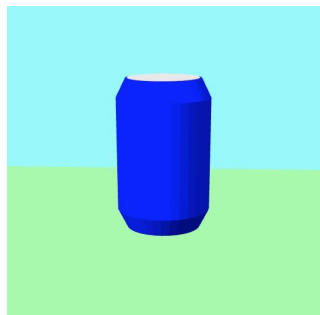
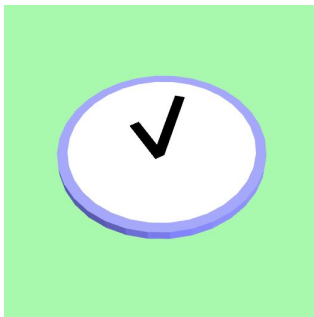


Contains more short  
cul-de-sacs

# Game and Levels

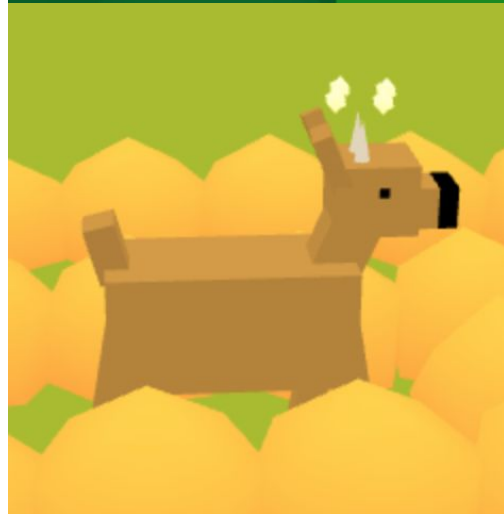
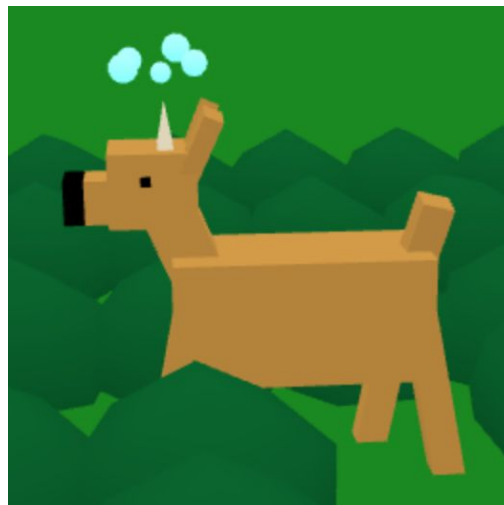


# Modeling



Some models had to  
be adjusted for  
animations

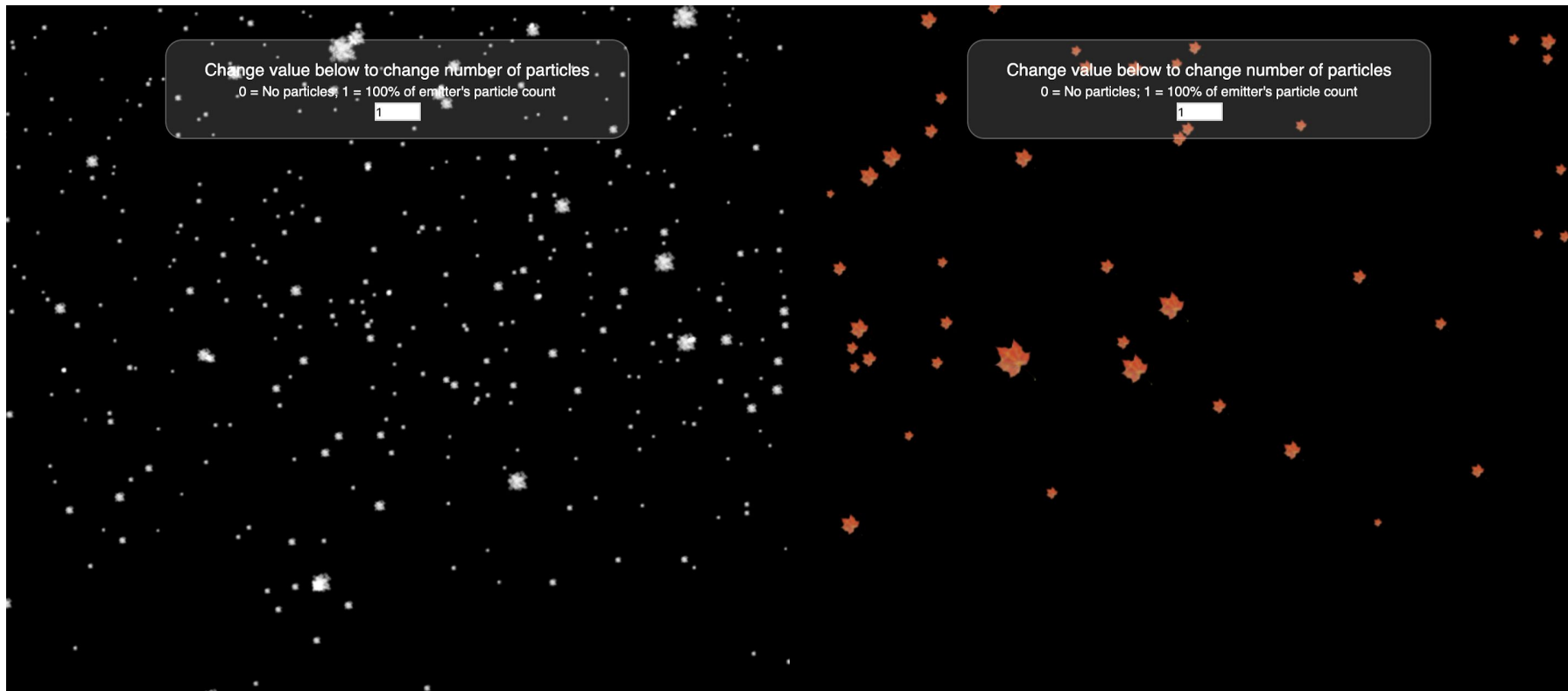
# Animations



# Power-Ups and Enemies



# Particle Effects

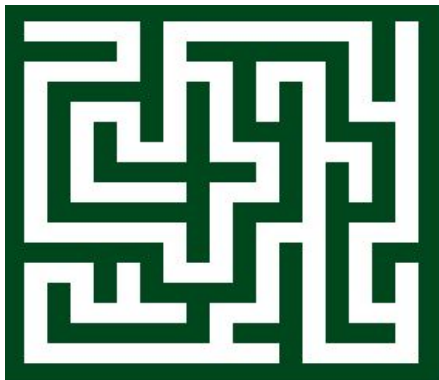


# Collisions





UI



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