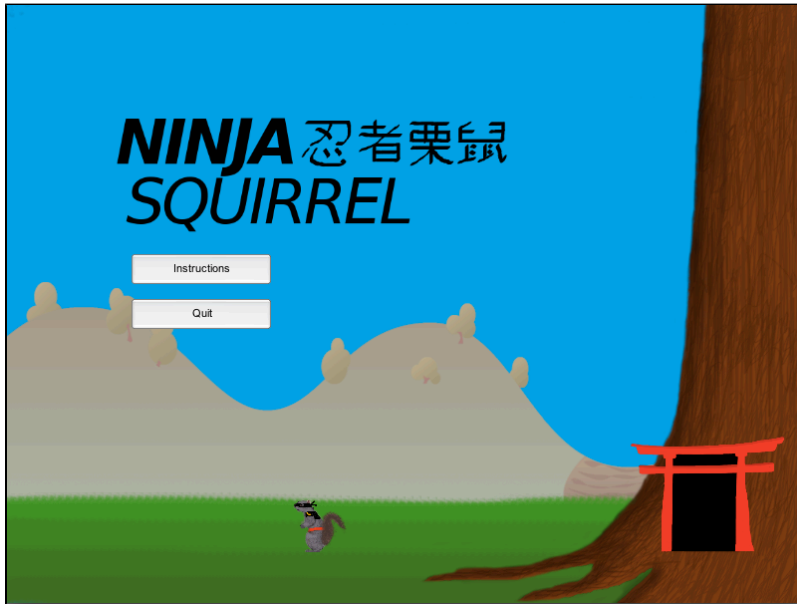


Ninja Squirrel

Ninja Squirrel



Roles

- Producer: Jeff Carpenter
- Game Design: Dan Nelson, Thomas Williams, Alex Swanson
- Programming: Alex Swanson
 - Movement: Thomas Williams
 - Interface/Gui: Dan Nelson
- Artist: Jeff Carpenter
- Audio
 - Creation: Zach Nelson (3rd party)
 - Implementation: Thomas Williams
- Testing: Dan Nelson

Goals

- Entertainment
- To make a vertical platformer

Game Features

- Keyboard controls
- Single player gameplay
- Upgradeable weapons
- In game items
- Custom level design
- Special final level sequence
- Player interface
- Music

Art

[Game Art](#)

Download

Mac:

PC: