Create a presentation and a demo about your game project (one per a group). Include:

- Demo, (the current state of the code if a demo is not available yet)
- Goals of the game for a player
- Game rules, if any
- Description of the game world
- Description of in-game characters
- State charts that outline winning or losing paths (for strategy style games)
- A classdiagram with classes that extend the game engine’s classes