

NOW

BONEHEAD



Throw yourself and your head into a HUMERUS adventure

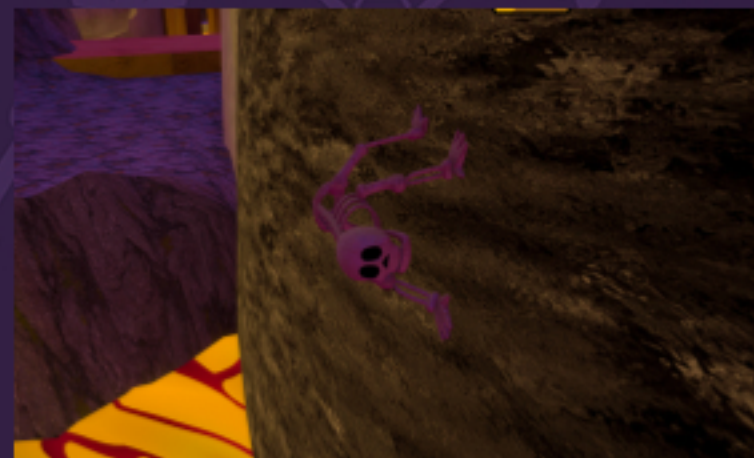


Collect ancient artifacts and learn your past

Transform yourselves by contorting bones



Head Mode



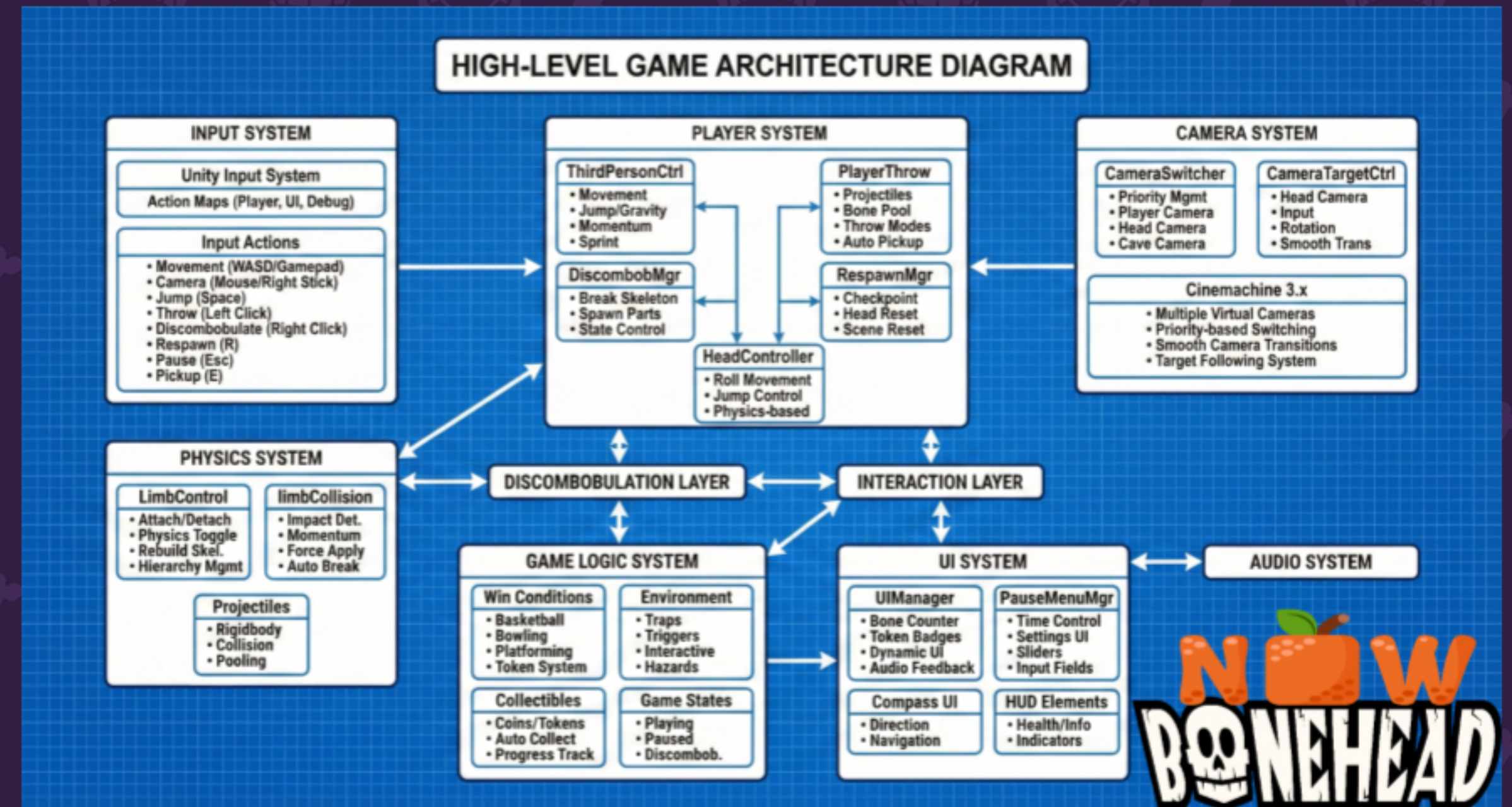
Spider Mode

Possess others



Bat Mode

Game Architecture UML



Development Tools



Programming: Declan Frawley, Ian Lahet, Jiahao Xu, Nguyen Anh Nguyen, Shamanta Hridika, Shawn Mickens | **Stakeholders:** Paul Diefenbach, Rob Lloyd
DIGM Team: August Pettibon, Bashira Bint Abu Yahya, Benjamin Muller, George Naame, Lillie Volpe, Nate Grigal, Vincent Mason, William Li
Special Thanks: Jeff Salvage, AJ Eichmann, Ryder Garnick ...and of course: **BONEHEAD**