Team: Adam Holt, Joseph Rener, Connor Guerrieri, Brent Pivnik

Title: Android Puzzle Game

Description: A puzzle game based on the Android operating system, utilizing a touch interface in order to move pieces on the screen

Platform/Environment: Android platform, using Android Studio and Java

Programming Languages:

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Language	Adam	Joey	Connor	Brent
Java	Expert	Intermediate	Beginner	Beginner
C++	Expert	Beginner	Intermediate	Intermediate
Python	Beginner	Expert	Expert	Intermediate
Javascript	Intermediate	Intermediate	Intermediate	Beginner

Functionality:

- Player-controlled pieces that move based on touch gestures
- Computer-controlled "enemy' pieces and obstacles
- Statically created levels
- Sprite-based graphics

Stretch Functionality:

- Dynamically generated levels
- More-advanced AI for "enemy" pieces
- Ability to save game state (progress)
- More detailed graphics