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Logic games because current mobile games are mind numbing. Current mobile games are mind numbing and that’s bad. Makes brain smooth. People are dumb and current games prey on dumb smooth brains. I am making a game that keeps brain active and alert. This way, they can use brain more efficiently. This game will help dumb people be smarter people.

Serious time:

As an avid fan of video games, I believe that playing games is not harmful, but rather it is helpful and can keep the mind active and working. However, a lot of free games someone would see on the market numb the mind. This does not just affect adults, but children too, as they consume dull repetitive games with bright, popping colors that do not cause them to think. Some of the most popular free games on mobile devices are games like Temple Run that use repetitive formulas and do not challenge the players’ mind.

I pose that a new free game should be created, one that awards reading comprehension and ability to analyze situations. This will increase how alert people will be, and promote learning in

younger consumers. With such a game, people could keep their mind active, instead of dulling it on gacha games and autobattlers.

This is a brief text-based, arcade-like puzzle room game, where the player needs to solve a series of brief puzzles contain in “rooms” before proceeding. The modular implementation of this basic idea allows it to be further expanded into different themes and scenarios to mix things up.

C/C++

Ncurses or other text terminal windows

Keyboard and the ability to access the terminal

This project will involve doing research and implanting a library they are unfamiliar with to create the desired product. In addition, this will have a greater degree of file management and the extensive use of things like parsers. This will also involve implementations of clocks, as they are important to the project.

A series of prototypes and mini programs will be submitted as proof of progress.

2/14:Initial Prototype

3/14: Second Prototype and first draft

4/1:Second draft

5/1: Final Draft and revisions

Testing:

I shall test individual pieces of code for correct output in my unit test. For my user test, I will test it and send prototypes to other people for testing. I do not know who yet.