Game design paperwork

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We intend to implement a game that aims to improve your intelligence and general knowledge using simple and very interesting questions that you must answer. There will exist a leaderboard and all the players will be able to see the greatest minds of the game.

The game graphics will be mostly 2D and at some point during development we take into consideration designing a multiplayer matchmaking system.

The core gameplay consists of answering questions in a limited time and obtaining points.

Similar games:

* [Triviador](https://romania.triviador.com/)
* Any other quiz games

**Iteration 1:**

* Designed a basic game prototype that reflects the general game flow and how the game is basically played
* Implemented question, score, possible answers areas
* The questions are randomly chosen from a list (for now, they will be fetched from a database later)
* After a player selects an option for the current question, a new one will be generated and the score will be automatically updated

**Iteration 2:**

* Created a database for storing the questions and connected it to the game
* Improved UI experience by creating a main menu

**Iteration 3 (week 8):**

* Started the implementation of the multiplayer part
* Tried to synchronize the players using Mirror package
* Added a scene for the end of the game