**Among Us Group 3**

**Option #1: Text based->In Android Studio**

Pros

* Easier in some cases
* We are more familiar with Android Studio
* Can use firebase to store chat logs and users

Cons

* Less fun (Not sure if this is graded)
* Can be hard to make the game “work” with just text and pictures

**Option #2: Unity Game Engine clone**

Pros

* Less abstract
* More fun

Cons

* Harder to implement
* We don’t know networking