Team Awesome

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We are creating a puzzle game built through Unity. It will be ported to mobile devices. It will incorporate a two-person dynamic, in which the mobile device with the game will be passed back and forth between two players. Each player has their own "room" they are in and the actions they take in their own room effect the other players room. However it is against the rules for the players to see each other's "rooms", forcing them to solve puzzles by communication alone.

We want a working mobile puzzle game that you can enjoy with your friends.

We miss the good-ol-days of gaming where people got together to play video games instead of playing online.

Learning new things like Unity and mobile development. Creating the assets we may need may take time as well.

Hard work and dedication to learning as soon and as much as possible.

We're using GitHub for version control and collaboration.

Agile development seems to be best for this project.

We will use discord for communication and collaboration.

Backend will be the database of a leaderboard and how many turns it takes to beat puzzles. The front-end will be the interaction with the game and the "rooms" you are in.