Liam

**Introduction**

**Describe the product**

**Aim**

Target audience

Min

Story

Hyeon

Technical bits

Why Phaser

Software implementation & Hosting

Conclusion technical: We can play the game wherever with any electronic devices, if the internet is accessible

Arturo

User testing

Huub

Process & scrum

Design

Leah

Show the trailer video

Explain the trailer

Huub

Conclusion

Final questions