

Product Vision:

The product we want to develop is a game where people don't need to spend any money and still have a lot of fun.

It will be a multiplayer turn based game with an emphasis on variety and simple gameplay, where both players have the opportunity to experience a competitive moment and have fun together.

We are thinking that this product is more attractive to people familiar with pokemon and its playstyle, generally kids and young adults.

We'll need to stand out amongst other similar games of the turn based combat and collectathon genre, because our direct competitors are that type of games, like "Pokemon Showdown!", "BattleTech", "WarGroove" and "Worms".

Finally it's time to explain that we have two months to build this game and the group needs to take at least one hour of each day for this project.