**Ethernet Salvation**

*Studio Attic*

**Team Members**

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**Short description**

Our game is centered around the solving of puzzles made to challenge the human mind. The players are given a room with internet access only in a certain spot and the basic premise is that they need to get all of the electronic devises in the room to be connected to the internet. They do that with the help of cables, routers and switches, while avoiding certain obstacles around the rooms.

**Attributions**

Made using “raylib”