**Match 3 Time to time**

A Match 3 like but it’s in real time, that’s mean you have to act fast to improve your final score because it’s time limited. There are also some spells which the effect depend on the color it is. After each game you will have the option to upgrade your spells with points your earn at the end.

It fit with the course because it need to be reactive and also differents interactions between moves and spells.

The main problem will be to have a fast program in cause of a real time game and to create goods feedbacks. We also decided to add spells to the game so we need to keep animations clear for the user

TECHNICAL DESCRIPTION TODO

It will be a computer game only.

DIAGRAM TODO

It will use a MVC/PAC models done in Java using swing .