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## Game Backlog:

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### Game Title:

Hito's Puzzle

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### Overview:

Genre: Casual Puzzle Game

Target Audience:

- Age: Early/Late Teens (12-16) ,Young Adults (16-25)
- Gender: Male & Female

Platforms: PC

Monetization: People pay to visit the museum to play the game, so no monetization inside of the game itself.

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### Theme:

It's more of a casual approachable puzzle game that is fun for everyone. To solve the puzzle, the player has to look inside of the model itself that lies in front of them. They can drag poles onto the right place and put the pipes at the right place to later then see the finished model with the television screens turned on.

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### Team:

Game Developers: Dirk ten Have & Jordan Ross

Game Artist: Xander Rijkse, Anas Loukili, Abdul Rocha & Dylan Vermeulen

Spatial Designers: Danny van Vliet & Dilara Arslan

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### Costs:

Material list:

- 6 PVC buizen 75mm, 200cm, 54,99 euro
- 4 bocht PVC 87,5 degrees, 13,35 euro
- Grind, School Verzekerd
- PC, Keyboard, muis, scherm, School Verzekerd
- Neon Strips of EL wire, 16,95 euro
- 2 schilderijen canvassen, c.a. 80,- euro
- Kartonnen dozen, School Verzekerd

Everything in total costs: 165,29 euro.

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