



The idea is developing a game in Unity for mobile devices to learn programming in Python. To do this, we want to implement a game similar to the *Human Resources Machine* game:

<https://www.youtube.com/watch?v=HDrVlvUGfMI>

The Python interpreter is already implemented and we have to do now the graphical part with the following requirements:

- 1 Intro screen where you can select different players.
- 1 screen to choose the level (problem to solve)
- 1 screen per level.
- Be able to load text from external files.
- Adaptable to different resolutions.
- Implement the different features of Human Resources Machine.