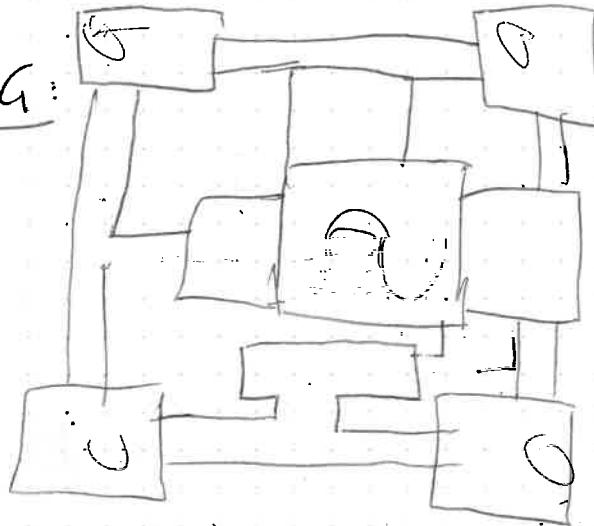# Tokens:

Arduino, Raspberry Pi, ESP32, S.T.M 32

Indiana Jones:

Dracula: ||||

Dungeon RPG:

Generalize the board to work for other games (don't implement those games)

- Digital prototyping (Luka). G
- Board design
- Manufacture (physical / electrica
- Dracula AI programming
- Gameplay syn
- Art syn EI
- Graphics ic.

(Max) -   RFID arthur

↳ Elias Blanch

Steven Scott, Steven Viller

- E-Ink display — arduino

Heuristics   Players: 2 lives each
- Tech Involved   Drac: 3 lives

~~...~~

essibility

                    Sunlight state ends turn
                    Move/garlic in ~~enforced~~

            Maybe garlic also a shared resource?
                                    3 per turn?

is out
game,   Alex
~~...~~
~~...tion~~ hiding   - Toker   Modularity
ole, uses Tech   links opposite corners

                        - Infers
~~Stephen~~
Dracula lies each   Crypt cost Simy
and generates   3 mobs,
traps.   Drac only.

battlers   Undead minions? ~~Will off~~
                            - E1   - Able to change
                            - ba   doors and walls.
~~...~~
~~phurster~~   - Secret tunnels?
- bar   - Auto
                            - S   - UI
                - Maybe   ba   - Addressable
                  Dracula   ca   LED Tape
                  ~~could older~~
                  ~~...~~ to bike Gabe
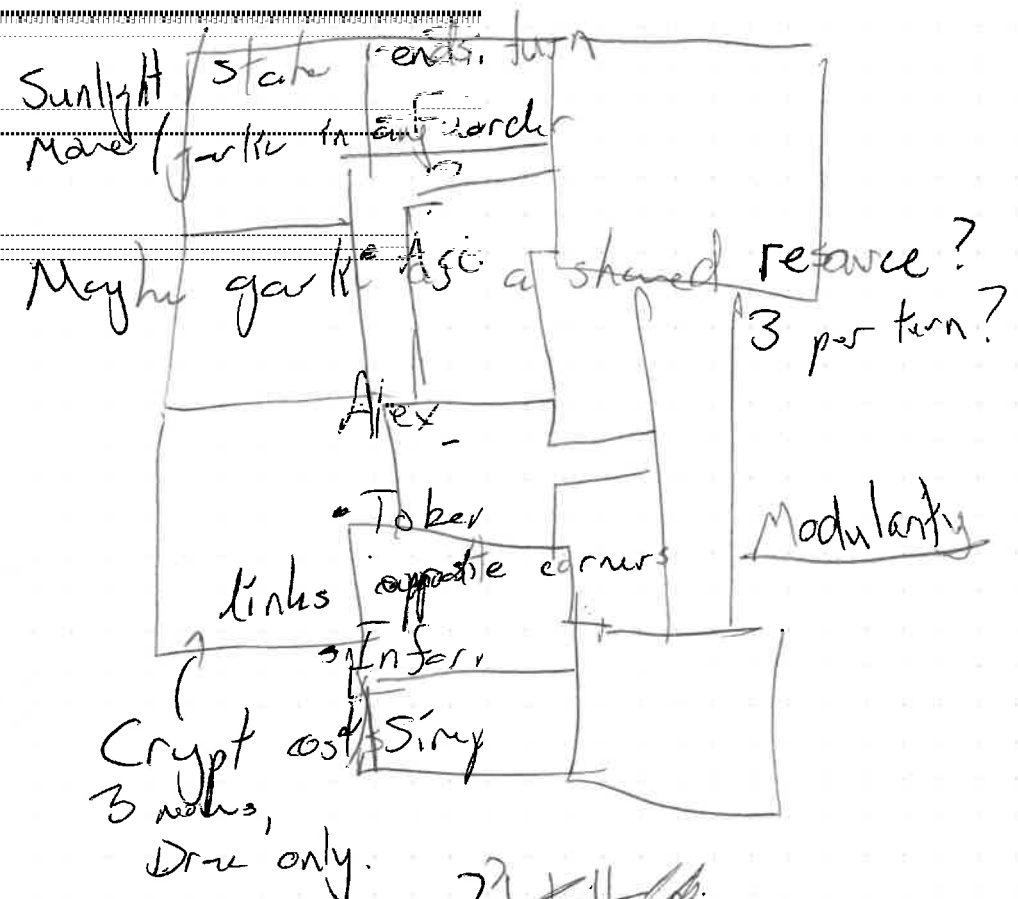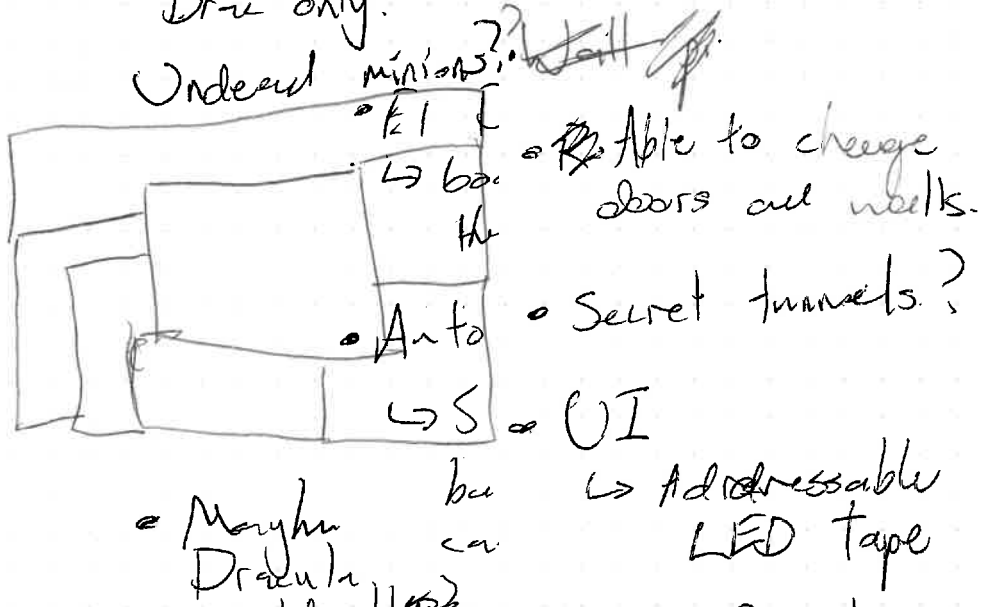
- Regicide
- Fight the guy on the display.