

# NET

## Net Game

A puzzle game for all

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# App Introduction



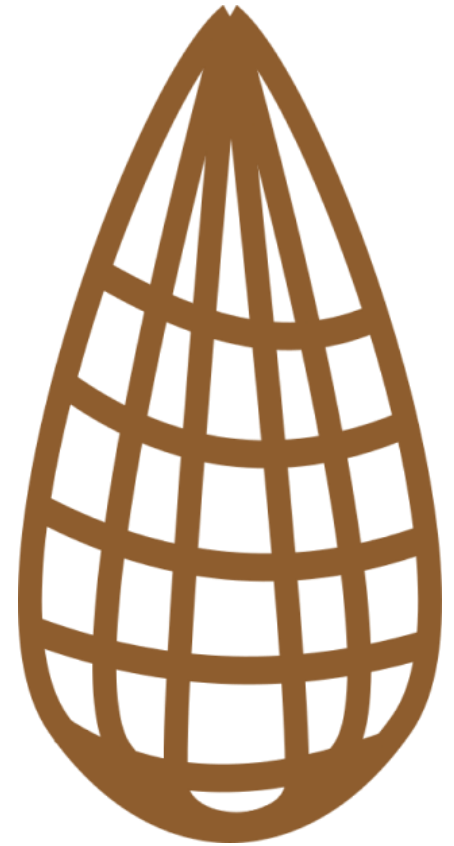
Our project is to build a mobile app game called “Net”.



Rotate pieces, so they all join in with no loops in an  $n \times n$  grid.



Contains different levels and difficulty to keep the user engaged



# NET

# App Introduction

## Problem

- "Net" only available on browser
- No offline play
- Not optimal for mobile

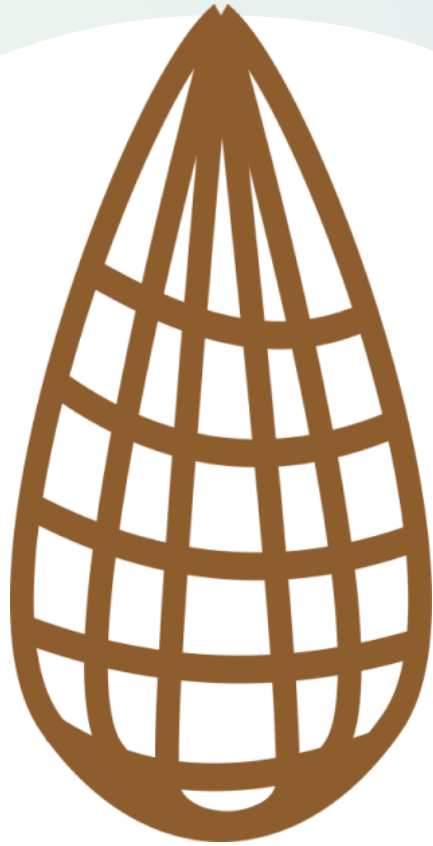
## Solution

- Dedicated Mobile App
- Offline Support
- Mobile Optimization

## Target Audience

- Looking for a challenge
- Fans of logic games like Sudoku





# NET

## Highlights/Demo

- Start a New Game
- Rotating Tiles
- Locking Tiles
- Unlocking Tiles
- Tracking Progress
- Complete Puzzle: The user will be notified when they complete a puzzle
- Solve Puzzle: The user will have the option to solve the puzzle if they decide to give up
- Restart Game: The user will have the option to restart the game to the original state if they choose.
- New Game
- How to Play Screen

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# Highlights and Demo

- [FIGMA DEMONSTRATION](#)





LIVE DEMO



# Teamwork and Collaboration

## Overall Structure

### UI Design

- Phyoy and Duy
- Design the UI of each screen and how each screen will be linked to one another.

### Game Logic

- Lucas and Roshan
- Implement the main function of the game

### Testing

- All hands-on deck
- Ensuring the logic is correct and the UI is appealing to the eye



# Teamwork and Collaboration



Meet twice a week to review progress, discuss issues and blockers, and plan the next development steps.



Brief mid-week check-ins for progress synchronization between backend and UI team.



Joint testing sessions once UI and backend logic are implemented.

# What We Learned



Phyo learned the game “Net” to understand how the game functions.



Duy, Phyo and Roshan learned and used Kotlin for the first time for this project. The logic was the same, but the learning curve was the syntax.



Lucas learned to handle separation of game logic from view rendering.

Thank you

