Group 8
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Problem Statement
People are getting bored of current existing puzzle games on the google play app store. We are going to make an easy to play and hard to master puzzle game with multiple game modes and multiplayer functionality on android. The core gameplay will be inspired by other classic games, but we will also draw inspiration from multiple other puzzle games for game mode ideas. We are trying to provide new ways of mobile entertainment for users.

Project Objectives
- Easy to pick up game play
- Clean and intuitive user interface
- Visually appealing graphics
- Variety of unique game modes that puts a twist on original formula
- Optimized for smooth game play
- Localization

Stakeholders
The stakeholders will be us and our target users will be smartphone users that wants to kill time during cs 307 lectures.

Deliverables
A well-functioning app that satisfies the aforementioned objectives that will be built on Android. The game will include multiple game modes including single and multiplayer. Single player mode will feature computer opponents with multiple difficulties, and multiplayer will feature ranked matchmaking and leaderboards. We are considering the following frameworks: Android SDK for core interaction, Coco3D for animations, LibGDX for game logic, and FireBase for backend.