

RoadMap:

- 1) Playing cards changes the grid ← here
- 2) Cards can only be played on green tiles ↙
- 3) We can detect a stage win
- 4) We can switch between stages
- 5) We have a few *well designed* stages
- 6) We come up with new cards
- 6*) Make player hand dynamically sized
- 7) We make the website *reactive*
- 8) We polish visuals and UI
- 9) We come up with more puzzles
- 10) We add *feel*
— sounds, visual effects, ...
- 11) We do a ton of playthroughs & testing
- 12) Final visual wrap
- 13) Submit

Extensions:

More levels

Level auto generation algorithm