**INFO39014 CST Capstone (Optimal Team Size is FOUR)**

**Project Description:**

ABLE Wars is an intensive and engaging game that will test user's reaction time and ability to execute strategized tapping patterns in order to gain points and win the game individually or as a team. The challenge comes from responding correctly to the requested (time restrained) instructions. Different colors and geometric shapes will be instantiated on the screen & specific instructions will dictate what actions users must take in order to achieve victory.

**Project Title:** ABLE Wars (Subject to change)

**Project Lead:** Enzo Aguiar

**Email:** Enzopizarroaguiar@Gmail.com

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**Team Member:** Levon Istanboulian

**Email:** Levonistanboulian@Gmail.com

**Major Responsibility:** Front-end development (Focusing on Web API’s and client-side technologies)

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**Team Member:** Auquib Rassul

**Email:** Auquib@Gmail.com

**Major Responsibility:** Backend SQL (Database Structure and Maintenance)

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**Team Member:** Bilal Shaikh

**Email:** Bashaikh11@Gmail.com

**Major Responsibility:** Multi-Tier Backend (Would collaborate with Auquib on database modeling, and with Levon for model/view integration)

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**Team Member:** Enzo Aguiar

**Email:** Enzopizarroaguiar@Gmail.com

Major Responsibility: Responsible for team planning in order to ensure all members have an environment and a schedule that facilitates productivity, strategic planning for the remaining dev weeks until deployment, ensuring game design is loyal to original guidelines. I will be a floater in terms of development, I will assist in any area needed, specially under crunch times.