**Team Name:** Reject 10 Studios (Group 10)

**Project Title:** Crystal Drop

**Project Tagline:** Free falling scorer.

**Team Member**: Garrett Mahan, Letisha Miller, Dhruval Darji, Keenen Vazquez

**Project Description:** ‘Crystal Drop’ is a free faller, a game with an object is that endlessly falling in space. You play as a crystal sentry and you are trying to protect yourself from enemies and obstacles along the way. The object of the game is to get the highest score, which is accumulated through the amount of time spent on the game and amount of enemies that are killed.

**Design Questions:** How can we create an addictive, engaging game that users will enjoy?

**User Research Questions:**

1. What kind of demand is there for a game of this type?
2. Are touch and tilt controls desirable to potential users?
3. Do gamers find the gameplay addictive or enjoyable?
4. What can we offer that other games cannot?
5. Is the user interface clear, concise and comprehensive?

**Target Users:** College students.

**Website:** [**http://CrystalDrop.dhruvaldarji.com**](http://CrystalDrop.dhruvaldarji.com)