Title: Big Brain or LAME?

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Abstract: This project looks to develop an interactive brain teaser game that influences the user to think outside of the box in order to progress through its various levels. Only three "lives" will be given to the user to make the experience one of trial and error, as the user will be deemed "lame,"and need to start from the beginning if they run out. Each level ideally will become more difficult on average to complete. The project will be developed using WebGL, HTML, CSS, and Javascript, and will be easily accessible through a Github Pages link.

Milestones/Deliverables: Depending on the complexity of the designed levels, the game will consist of either 5 or 10 levels. Ideally, half of the game intends on being completed by the progress report deadline, being continuously worked on throughout the remainder of the semester. As previously stated, the amount of work done by that period of time will depend on the amount of levels decided upon for the creation of the game, which has yet to be determined.