

# The voice of reason



- Does it work? How do I know?
- Is the user experience a delight?
- Does it make sense?
- What can I share with our board?
- Am I getting my money's worth?

I'm technical by osmosis, but I care more about if it works and how you can prove it.



# Let's go on an adventure!



We're Level Up Games. We love games and we love open source...and we want to make an open source game. We'd like it to be extensible by the developer community so they can customize our game, or make their own based on our core functionality. We're inspired by D&D, Zelda, and Legend of the Red Dragon. We want something with a grid system where characters explore and encounter things along the way, like monsters and treasure.

