**PROJECT GOALS:**

**Goals:**

* Use of own database/server
* Quick to demo
* Weak AI (functional AI)
* Not a simple game (More than Ricochet Robots)
* Falls under Fair Use / non IP infringement
* Multiplayer (local)
* Easy to learn hard to master
  + Multiple paths to victory, no clear “best path”
* Game statistics
  + separate section on main screen for high scores
  + also presented at end of game
* Replayability
  + RNG maps
* Persistent
  + short time commitment / easy to resume
* Not full-screen (display battery, time, etc.)
* Competitive

**Wish List**

* Multi platform (Android PLUS Chrome/HTML interface)
* Strong AI (Smart AI)
* Battery Efficient
* Multiplayer (online)
* Online statistics
  + google games api
* Cooperative
* Modify game length
* Save game state

**Ross Jacobs**

* Uses Databases
* Easy to show off
* Has nice Web UI in addition to Android UI
* Strong AI
* Is sufficiently complex
* Can be standalone app on Google Play without worrying about IP
* Battery efficient
* Multiplayer (online and local)

**Daniel Hartman**

* Online multiplayer and/or AI
* Mechanical simplicity
* Elaborate strategy
* Local/online high scores
* Replayability
* Gameplay does not require large time commitment
* Multiple paths to victory

**Jeff Booher-Keading**

* Over web multiplayer
* large replay value
* use of google play api
* AI element
* Simple rules, that allow for large variation (similar to GO)
* easy to pickup hard to master
* small amount of RNG
* RNG in stage/board design per map.
* multiple perspectives for players to play / win
* no perfect strategy
* ability to pick up and pause any time
* show battery level

**Tyler Holland**

* Challenging to create
* Online multiplayer, either cooperative or competitive
* Save and reload capability

**Andre Judson**

* Online multiplayer/coop
* Roguelike elements, or at least something that adds replay value
* If turn based, then have the ability for persistent games (ie. you can close the game and come back to it a day later and the game still exists)