Menbers：

18软工吴展新 ProgramerGithub Address：<https://github.com/riekstins504/test-game>

**Senario:**

（1）Tom spends about 1 hour on commuting every day. Subway is crowded, and standing is normal. It is so boring. Tom took out his mobile phone as usual, and opened our game(the name hasn't been figured out yet). Tom just waited a few seconds and the game opened. The game is a vertical screen. He could operate it with one hand, so that his other hand could be used to grasp the pull ring in the subway car.

（2）Anna is a college student. She is usually busy with her studies. But she likes playing games. She hopes to play games in her spare time. During the 10 minute break, she opened our game.

Anna is busy studying and doesn't have much mind to specialize in complex game systems. The UI of the game is very simple. She only needs to pay attention to the monster opposite and the cards in her hand. Anna only needs to drag the card onto the monster to activate the card skill. During the class, Anna soon defeated several monsters, met the boss and entered the battle. Halfway through the battle, the class bell rang and the game had the function of archiving. Anna withdrew from the game and played it again next time.

**Feature:**

Vertical screen (Convenient for one-handed operation）

Fast loading speed （Open anytime and play anytime）