

### **1. Why are you building this?**

Stranger Things is a very popular film and television work, and it is also very popular on the Internet. Through this game, we want to introduce Stranger Things to more people, allowing players to gain a deeper understanding of the world and characters of Stranger Things. Moreover, card games are also a social activity that can promote interaction and communication among family and friends, providing people with a relaxed and enjoyable way to relax and have fun amidst their busy lives.

### **2. art or design?**

The project encompasses both art and design. The artistic aspect includes the creation of Stranger Things cartoon characters using comfy UI design, while the gameplay design of the card game falls under the design component. Therefore, our project is an intermingling of art and design.

### **3. How do you measure success?**

In terms of project effectiveness, we will measure it based on user engagement, such as the frequency and duration of user participation in the game. The players can experience the differences between victory and game over, and enjoy this great card game.

### **4. What do you need to achieve your goals?**

First, we need to design the style of the cards, and we choose to use comfy UI to generate cartoon images of Stranger Things characters; then we need to write the code based on the gameplay; afterwards, we need to design the game's visual elements, UI interface, etc., to ensure a good user gaming experience.

### **5. What are the critical parts of your build?**

We believe that the most important part of the entire project is the coding of the game. The game code is responsible for building the user interface, which is the main way players interact with the game. The code determines the layout, responsiveness, and aesthetics of the interface. The game code also defines the gameplay and process, as well as the player's scoring mechanism. Therefore, code writing is the most important.