

Vision

Project Tendu

A multiplayer puzzle game for android devices where the players need to gather in the same physical space in order to cooperate. Puzzles are simple but varied and increase in difficulty as the game progresses. Two examples of problems are found in the mock-ups, “Shapes into Slots” and “Number Sequences”.

Vision

For puzzle game lovers who want a team effort problem solving experience, Tendu is a real time multiplayer game in which players solve puzzles together as a team in a race against time. Unlike other fast-paced puzzle games our product is a fun social event that require the players to communicate in real life.

Selling Points

- Arcade style local multiplayer co-op
- Fast-paced synchronized time-attack puzzles
- Communication is the key to success
- Every new level intensifies problem difficulty. Endless variation and hours of gameplay.

Feature list

- 4 players
- Users with devices in the same room can initialize a game in a local area network quickly, either through Bluetooth(™) or Wifi.
 - A game, initialized with four clients enable data-exchange between these
- Puzzle-games that implement the communication layer to enable multiplayer modes.
 - Puzzle games are a set of different “mini-puzzles” that require co-operative gameplay for optimal game play.
 - Similar for all puzzles are the notion of time-attack, and synchronized game play between players. (Verbal communication between players should be necessary to maximize high scores)
 - Puzzles increase in complexity the further in the game the tendu-team proceeds
- Serverdel med koll på High scores