### Game Overview: The Device

**One-Sentence Description**
The Device is a wave-based defense RPG where the player must defend a mystical experience-creating device from a variety of monsters that want the experience to level up and become more difficult to defeat.

**List of Team Members and Their Schools**
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**Target Platform and Audience**
Target Platform is the tablet Android market and we aim to appeal to "casual gamers" who are fond of RPGs and fantasy settings.

**One-Paragraph Summary of Gameplay and Objectives**
Enemies enter the screen in waves to attack your experience-generating device. In order to defend the device the player must tap enemies and push the device out of harms way, while simultaneously collecting the experience that the device creates. The player can use the experience to level up and increase score, but if enemies gain experience they level up and gain new abilities. If the device takes too much damage, the device will be destroyed and the game is over. The player also has a couple items that can help him survive longer against the monster onslaught.

**Key Features**
- Unique Monster Level Up ability
- Challenging score based gameplay
- Ease to use touch controls
- 3 Special Items to increase survivability
- Humorous cut scenes
- Custom made music

**Third-Party Credits**
Stunkel and Maverlyn from newgrounds.com, Freesound.org, and libGDX

**Faculty Member Name & Contact Information**
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**YouTube Link**
http://www.youtube.com/watch?v=f_Knxhqa3lI

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