

ArmyWorms

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Idea

- Shooting game version
- 2D version
- Wireless communication
 - WLAN
 - Bluetooth (Emulator dependent)
- Players
 - Single / Multi

Features

- Create war zone – server startup
- Warrior worms join - clients join
- Do battle features
- Keep / save scores
- Communication medium: WLAN / Bluetooth

Mockup

- Better background than green colour
- Several teams (at least 2) - with unique coloured worms.
- Username bound with user's avatar is displayed on the screen
- Score meter is used to indicate each warrior's current score
- Once a team or an user reaches certain score first, the game ends

