

### Hardware requirements:

- 2 Epson Glasses
- Wifi through the glasses as it's a multiplayer game
- 1 Marker (Color Printing settings: Fit- to-page, Paper size: Letter )
- Good lights

### Initial UI:

- **Play Mode**
  - **Single Player** : Players can play as a single player mode (if they have one glass)
  - **Host** : One player can enter as a host : we need to enter the pin number to enter a game. That same pin number need to be told to the challenger so that he can enter the same game.
  - **Join** : The challenger joins the existing game using the same pin number as the host.
- **Tutorial Mode : Enters the tutorial**

### Game Instructions:

- Two teams: Red Team and Blue Team (**Host is the Red Team & challenger is the Blue Team**)
- Open the app and get close to the marker for it to be tracked
- Then, follow instructions on the banner:
- Look at the instruction to start the game.

### Tutorial Mode :

- In this: two players have their own marker, to clear the tutorial round.
- Follow the instructions written in the center of the game map to complete the tutorial.
- Once the tutorial ENDS, both the players can share the same marker .

### Features:

- Selecting minions : get the aiming circle to the minion, once the progress bar is completed, look the tower back to send the minion
- Look at the arrows to change the direction.
- Once the player has 2 points, a fog cannon will show up, the player can look at the cannon and once released it will kill all the OPPONENT minions.
- **Breaking Bridge/Trap Door** : At certain points in the game, a part of the bridge, would start glowing. So, any player who looks at it first, gets that part of the bridge. It turns into that player's team color. What this would do is, it will let the team colors minion pass through it, but it is a hole in the bridge for the opponent player.

### Types of Minions: (The new marker sort of explains the rule of using these minions)

- Fire
- Water

- Wood