

# DRAW 'N GUESS

## Motivation/Problemstellung

Entwicklung eines simplen, aber spaßigen Online Spiels

Adaption eines Offline Spiels in ein Online-Environment

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## Team

**Entwickler:** Ulas Can Akpinar (7. Semester MMB)

Japhet Manuschewski (7. Semester MI)

Manuel Kehl (7. Semester MI)

**Designer:** Dennis Hutzel (7. Semester MMB)

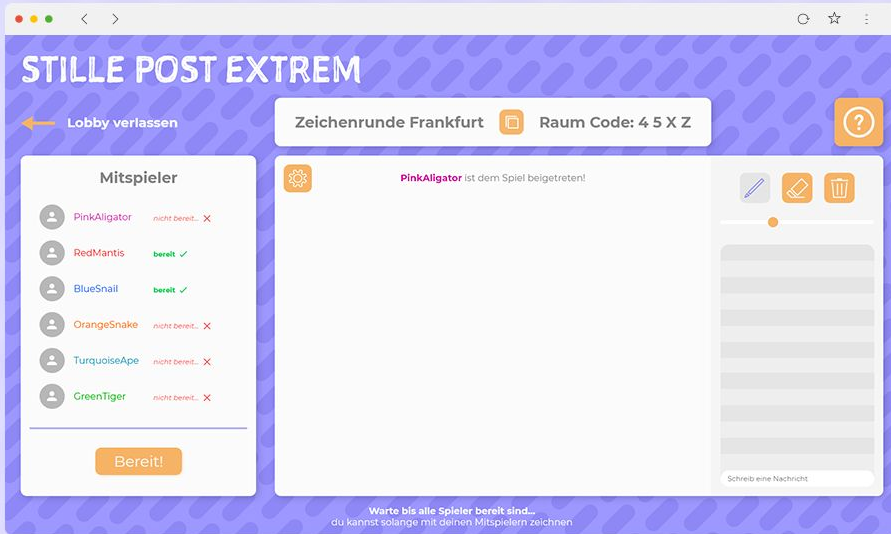
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## Verwendete Technologien

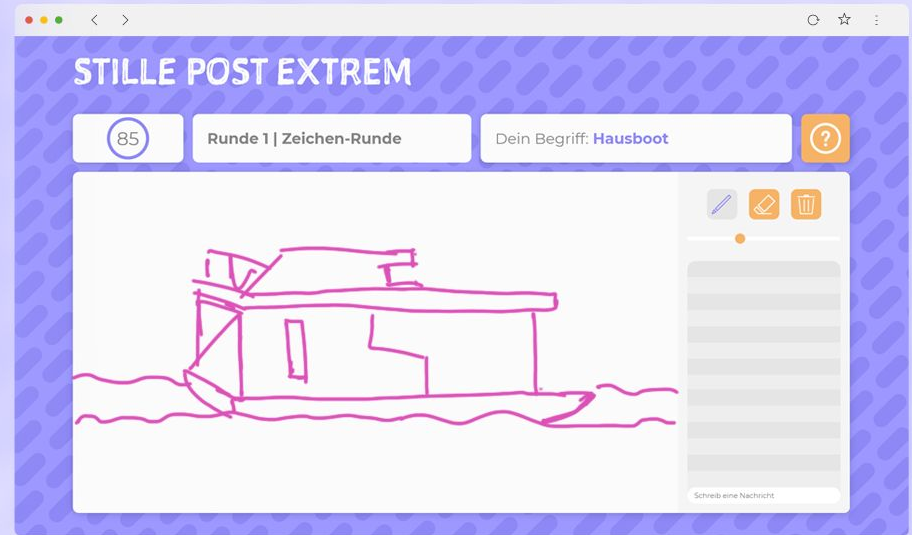
**Adobe Creative Cloud:** Xd, Illustrator, Photoshop

**Entwickler Tools:** Angular, Firebase, Webstorm

**Projektmanagement:** Jira, Confluence, Discord, Bitbucket



Spiel-Lobby



Zeichenrunde