Mildly Informative Abstract
This project focused on creating new gameplay abilities for the iOS game Mildly Interesting RTS (MIRTS). Through team design sessions, brainstorming, and playtesting, we succeeded in adding 4 new abilities that will make it into the live game on the app store.

Mildly Complex Architecture
1. The button gets pushed on the screen.
2. The ability data is sent to the game and the local multiplayer proxy.
3. The proxy serializes the data and sends it to the opponent’s device.
4. The ability data is deserialized and sent to the opponent’s game.
5. The ability appears to be used on both games at the same time.

Mildly Accurate Summary
The initial goal of the project was to expand upon the multiplayer functionality of MIRTS. The project goal shifted to adding more abilities and gameplay features. The first ability developed by the group was the smoke grenade. Play testing led to its eventual removal. Additional features had to undergo similar amounts of play testing and feedback during development.

Mildly Satisfying Results
New abilities added
- Taunt: Attracts all nearby enemy units to the selected node
- Clone: Doubles every unit in the selected node
- Bunker: Increases attack of ally units in node
- Stasis: Ally units cannot move, but do not take damage and cannot be nuked

Abilities modified
- Haste: The edge between two nodes with haste is colored accordingly. Nodes of the same color now travel faster along the edge.

Mildly Important Impact
MIRTS is a game that is currently live on the app store with a 4.9/5 star rating. It is enjoyed by thousands of users, and we implemented new mechanics that will go live for them to download and play.