Black Hole

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| Team | | |
| **Name** | **Role** | **Description** |
| Daniel Mayo | Programmer |  |
| Catherine Day | QA |  |
| Felix Quinn | QA |  |

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| Project Summary |
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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Board Generation * Placing Tokens on the board * Menu Screens   **Final Build:**   * Particle Effects / VFX * Music / SFX * Insert project deliverable |

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| Scope |
| Project scope sets boundaries, its important to define what is and is not part of your project. Here are some guiding questions for identifying a projects scope:   * Who is the project being delivered to? * What is the project timeline and budget? * What resources will be required? |
| **In-Scope:**   * Describe work that is in-scope for this project * Describe work that is in-scope for this project * Describe work that is in-scope for this project   **Out-of-Scope:**  Describe work that may be related, but not in scope based on budgets, time and resources. Eg: you may be working on a prototype for a game to be delivered. It may be considered out of scope to develop more than 1 level.   * Describe out of scope work or tasks for this project * Describe out of scope work or tasks for this project * Describe out of scope work or tasks for this project |

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| Issue Log | | |
| Please provide a summary of issues that have been recorded for the project | | |
| Issue Description | Resolution notes | Status (open/fixed) |
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| Feedback Log | | |
| Keep track of feedback provided by your peers, refer back to discussions that you have had, and feedback provided. Try to list all types of feedback you received. | | |
| Who gave feedback | What was the feedback | Changes you made based on the provided feedback. (no change is also acceptable) |
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| Documentation Checklist | |
| Your tdd should include the following, please verify | |
| **Item** | **Done / Not Done** |
| Research Workbook (download from canvas) |  |
| TDD: Game Title |  |
| TDD: Project Summery |  |
| TDD: Target Audience |  |
| TDD: Game Controls (pc) |  |
| TDD: Game Controls (mobile) |  |
| TDD: Game Controls (web) |  |
| TDD: Game GUI wireframes (all screens) |  |
| TDD: Asset Lists |  |
| TDD: Software and Tools used |  |
| TDD: Description and overview of Implemented System  Eg: how your handling input / spawning / health / switching between states etc… includes a flowchart to communicate concepts |  |
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| Platform Evidence |
| Provide a screenshot / photo of your game running on the following platforms:   * Firefox * Chrome * Windows from release build * Android |
| **Firefox**  **<insert>**  **Chrome**  **<insert>**  **Windows**  **<insert>**  **Android**  **<insert>** |