My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed.

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| A simple game where there are 3 squares. The player must click on as many squares as possible in a time frame. There will be nine squares on the screen, and each of them will turn bright at some point, and the player must click on it. The catch is the player only has a small time window to click on the bright square. |

Where will the inventory skills be demonstrated? List every one to be sure you’ve included them.

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| 1-43 | | | |
| **Milestone 1** | **Milestone 2** | **Milestone 3** | **Milestone 4** |
| Basic shapes, variables and functions will be defined. | More structure will be formed, and functions will be called. | Game will be fully completed. | Game states will be defined to make the experience more user friendly. |
| Which inventory skills will this demonstrate? List them. |  |  |  |
| 1 | 16 | 19 | 36 |
| 2 | 6 | 20 | 37 |
| 3 | 8 | 21 | 39 |
| 4 | 11 | 22 | 40 |
| 5 | 13 | 23 | 41 |
| 7 | 14 | 24 | 42 |
| 9 | 15 | 29 | 43 |
| 10 | 17 | 30 |  |
| 12 | 18 | 32 |  |
| 25 | 27 | 33 |  |
| 26 | 28 | 34 |  |
| 31 |  | 35 |  |
| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** |  |