

Project Title: Capstone Project	
Start Date: 1/10/23	End Date: 4/24/23
Team Members: Clayton Moniz	
Project Sponsor: No sponsor	
Customer: No customers	
Users: Anybody who would like to use it.	
Purpose (Problem or opportunity addressed by the project): To be an enjoyable little game that also increases my knowledge of C# and windows forms.	
Goals and Objectives: <ol style="list-style-type: none"> Create a finished small game. Have multiple levels and an ending boss. Make it easy to play for anybody. 	
Schedule Information (Major milestones and deliverables): <ol style="list-style-type: none"> Enemy spawning and level traversal Tougher enemies on each level Start menu Game over menu Game win menu Finished project 	
Financial Information (Cost estimate and budget information): No cost financially.	
Approach: Incremental development	
Constraints: Time, C# is used for making the game, Python – PyAutoGUI used for testing	
Assumptions: No Significant issues will happen	
Success Criteria: <ul style="list-style-type: none"> The project is finished by the deadline and is fully functioning. Become more familiar with C# and windows forms. 	
Scope: No joystick support, No multiplayer or online component, No friendly NPCS	
Risks and obstacles to success: Poor scheduling, Procrastination, Unexpected issues that may arise.	

Project Priorities and degrees of freedom: Highest priority is a finished project