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| **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**:   * 1. Create a finished small game.   2. Have multiple levels and an ending boss.   3. Make it easy to play for anybody. | |
| **Schedule Information (Major milestones and deliverables)**:   * 1. Enemy spawning and level traversal   2. Start menu with various options   3. Full 360-degree movement   4. Local scoreboard   5. Finished project | |
| **Financial Information (Cost estimate and budget information)**: No cost financially. | |
| **Approach:** Incremental development | |
| **Constraints:** Time, C# is only language used | |
| **Assumptions:** No Significant issues will happen | |
| **Success Criteria:**   * 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 | |