

1. Who
 1. Cody Constine, Peilun Zhang, Elias Ortiz, Jeremy Dahms
2. Title
 1. Big Bad Game
3. Description
 1. Will allow players to enter a virtual world made of pure imagination.
4. Vision statement
 1. We hope to create a game with very basic core concepts that can expand and adapt with player feedback.
5. Motivation
 1. Create something people want to play.
6. Risks
 1. Little team knowledge of the tools we are using
 2. All beginners at game development.
7. VCS
 1. GitHub https://github.com/WofisdK/CSCI_3308_Final_Project
8. List of requirements

User Requirements		
ID	Description	Agile Sizing
US-01	As a user, I would like to be able to create a character	3
US-02	As a user, I want all processes to be user-friendly	13
Functional Requirements		
FR-01	As a user, I would like to be able to pick up items.	3
FR-02	As a user/ game manager, I would like to store items in a networked server.	5
Non-Functional Requirements		
NR-01	As a customer, I would like a useful GUI for login into my game.	?
NR-02	As a user, I would like to have a large choice of items.	5
NR-03	As a customer, I want to have a visually pleasing game world	13

9. Methodology
 1. Waterfall
10. Project Tracking
 1. Trello <https://trello.com/b/243VfPH9/binary-calc>
11. Project plan

