Things Left to Do:

* (5%) Product Backlog
  + Document that shows what is complete/incomplete from the product backlog
* (6%) UML Diagrams
  + (2%) State Diagrams
  + (2%) Use-case diagrams
  + (2%) Class diagrams
* (5%) Meeting log
  + Meeting times and locations
* (5%) Bug list
  + List of all known bugs, **even those you don't currently have tests for**
  + May list this on your github page
  + Every application has bugs. If you don't know of any bugs, you're not looking hard enough.
* (x%) Presentation
  + Script/PowerPoint
* (5%) User's Manual
  + Create a document complete with screen shots and descriptions for a layperson to use your product.
  + Page requirement: 5 page minimum
* (5%) Deployment plan
  + Make a plan on how to get your product into market
  + Do research and write a report estimating how much it will be to put your product into the market
  + Example costs:
    - app store costs
    - costs to get your game on XBoxLive
    - costs to print disks for distribution
    - costs to buy domains
    - costs to attend conventions and conference and set up booths
  + Page requirement: 2 page minimum
* (5%) Maintenance plan
  + Do Research and write a report estimating how much will cost to maintain your product for the next year
  + Examples
    - Costs for hiring developers
    - Monthly or annual fees for servers or domain names
    - Monthly or annual fees for your distribution platform (e.g. app store, XBox live)
  + Page requirement: 2 page minimum
* (10%) Test Suite
  + Must add a one-click test option in your final product
  + Prints to screen, console, or file the summary of test suite being ran and the results of those tests
  + You should run a suite of tests to verify the functionality that you brought to projects three and four
  + You are not required to test API, libraries, or other code you didn't write