Milestone #1

1. Description of your app including your app's inspiration and goal.
2. Define your app's intended audience. Who will be using your app? What problem is your app solving for them?

Since my app is a game, the intended audience of my app is people of all ages, from 9 to 99. It is an easy to pick up social game playable at any with any age group, so hopefully anyone interested in having fun will want in on it. As most games do, they solve no problem, but rather enhance a person’s life and the human experience on a more broad account. Since it focuses on secrets, political intrigue, and social relationships, the game should teach the power and responsibilities associated with social interactions and political office.

1. Do some research -- do similar apps exist? If so, how will yours be better or different? Research enough to know that what you're proposing is possible.

Since my game is entirely my own creation, I have not been able to find any other apps like it on the app store. The programming required should be simple enough as the app must only complete simple calculations, so it should be feasible to create.

1. Where will you get any content needed for your app? This could include text, formulas, whatever your app requires.

All in-app content will originate from me since I have already created the foundations of the game on my own time. I have already created mock-up math formulas in excel which should be translated over to the app without much trouble.

1. Include a digital version of your paper prototype (below)