**Notes in no particular format...**

* Operational Concept?
* User Stories
  + Functional Requirements
  + Non-functional Requirements
* Use Case Diagrams
* Activity Diagrams
* Sequence Diagrams

Tool Chain, Languages, Server Configuration, Environments (Developer, Tester, User)

**Project Proposal**

* Android RPG
* Centralized RDBMS
* Website

**Tools -**

* ProjectLibre (Brush up)
* ModelIO, MS Visio, etc… TBD
* MS Powerpoint
* MS Word
* Android Studio (Brush up)
* Unity (Research)
* Web development tools
  + Brackets, Dreamweaver, Photoshop, Visual Studio, etc… TBD

**Languages -**

* c# (Research)
* JavaScript (Brush up)
* Boo (Research)
* Possibly use JAVA for testing (Brush up)

**Possible Project Names (If we are approved)**

* Demi Dogs
* Dogs of Wrath
* Dogmagedon
* Dungeon Dogs
* Pound Puppies
* Punch Puppies
* Popping Puppies
* Yuppie Puppies
* Oakland Golden Retrievers
* Dogsins and Dragons
* Oakland Retrievers
* Between Levels (Barracks)
  + View completed
  + View not completed
  + View Active Party
  + Add/remove Active Units
  + View Inventory
  + Equip/Unequip Inventory
  + Soft Currency
    - Buy consumable
    - Buy Packs
      * Buy Units (Common, Uncommon)
  + Hard Currency (real money)
    - Buy Units (Rare, Legendary)
  + Store Page (Buy packs, buy store currency)
  + Rewards (Can be any unit type)

**Possible Use Cases**

* User registers a new account.
* User recovers an account.
* User is authenticated by the system.
* User starts a new game.
* User will progress through increasingly difficult encounters.
* User will be able to collect units.
* User will be able to select units to use in the encounters.
* User will have an inventory.
* User will be able to collect items.
* User will be able to select items to use in the encounter.
* User will be able
* User saves progress in game.
* User returns to a save point in the game.
* User name and score saved after winning or losing a game.
  + Entering and Leaving a Floor
* User can view a leaderboard on saved scores.
* User can customize the colors, skins, audio/visual settings.