* What program are we going to create? Use your brainstorming from the solo checkpoint to answer this question together.

We are going to create a cowboy game. Where there will be enemies that taking chances shooting the player and the player’s objective is to shoot back and survive.

* What technologies will we use? The answer to this question is mostly already decided. Just take a minute to remind yourselves of the language, libraries and anything else you plan on using.

We are going to python to code the game, we will also be using the random and arcade libraries.

* What features will we include? The goal of asking this question is to identify what *will* and what *won't* be included. Use this simple feature planning [guide](https://byui-cse.github.io/cse210-course/module09/planning_guide.html) to help you.

There will be enemies spawning from both the left and right sides of the screen, they will move around the board and shoot trying to hit the player.

The player can move on all directions and can shoot back at the opponents. Whenever he or she hits an NPC, the character disappears. If the player is hit, he loses one life (he will have three lives.). There will also be a score counter, so whenever the player hits an enemy, he gets a point. We will also put sound effects to emphasize some action in the game (hitting an enemy, enemy dying, being hit and losing).

There won’t be any levels, or bosses, but after some enemies down, the difficulty will increase, and the enemies will get faster and more resistant.

* What is your timeline? The answer to this question is mostly already decided. Just take a minute to review the rest of the course schedule together.

We are working on a four-week schedule, this week we will deliver the planning,

Week 10, we will make the player and the enemies walk around, choose design (images, and colors.)

Week 11, We will make some animation and some sound effects, the life counter and the points, shooting and collision detection.

Week 12 there will be a version with animation and sound effects done. Week 13 we will make small adjustments, debugging and deliver it.