1. What program are we going to create? Use your brainstorming from the solo checkpoint to answer this question together.
   1. The program we decided to make was a top down game where the player is put into a world where he has to fight his way through enemies from all sides.
2. 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.
   1. Python/Arcade library
3. 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.
   1. Start screen
   2. End screen
   3. increasing difficulty
   4. Endless game
   5. Different enemies
   6. Boss levels
   7. Score display
   8. Life display
   9. Power ups
   10. Collision detection
   11. projectiles
4. 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.
   1. WK 1 –score display, life display, player movement, non-animated enemies, collision detection, projectiles
   2. WK 2 – animations for players and enemies, help screen, multiple types of enemies, increasing difficulty
   3. WK 3 – start/end screens, power ups, boss levels
   4. WK 4 – bug testing