<TITLE OF PROJECT HERE>

<Below the title, provide an image that exemplifies your project.>

# VISION

<Write one sentence that accurately and comprehensively describes the intent and function of your project.>

# MAJOR FEATURES

<List, in reasonable detail, the major features of your project. This list should not exceed 4 features. Feel free to explain the intended behavior and/or technical requirements of these features. Finally, state what features are most important, and which could be cut or scaled down if needed.>

# TEAM

## MEMBERS

<LIST TEAM MEMBERS HERE>

## COMMUNCATINO METHOD

<How will the group communicate? (in person/discord/email/teams?)>

## DECISION MAKING

<How will your group make decisions?>

<How will your group make everyone’s voice heard?>

< **How will your group handle disagreements?>**

## TEAM CONCERNS

**<What should a group member do if they have a concern about a group member?>**

**<What will your group do when a group member is not meeting your communication expectations? (e.g. they have not responded for X days?)>**

# REQUIRED TECHNOLOGIES

<The intent of this section is to clearly state the needed languages, IDEs, and APIs or Libraries needed to complete your project. Also include source control software.>

## UNDERSTOOD TECHNOLOGIES

<List here the languages and technologies that you will be using that your team is familiar with. Playing to your strengths will help you deliver better functionality faster.>

## NEW TECHNOLOGIES/CONCEPTS

<List here any new technologies or concepts that will be required to complete your project. This should be a very limited list, no more than two. Researching and mastering new technologies presents risk to the outcome of a project, and must be carefully planned for. Describe why these new technologies or concepts are needed, and how you plan to master them in the time provided.>

# DEVELOPMENT PLAN

<In this section, describe how your project fits into the schedule laid out below. Each of the four sections is roughly 1 week of time, with the exception of the feedback and testing period which is shorter. Remember that there may be school or holiday breaks during this time. You will likely change this plan as needed during development, but this initial planning stage will give you a roadmap to follow. In each week, list what needs to be built, tested, or improved, and how many days/hours you will devote to it.>

## PROTOTYPE

<After the first week, your team should have a functioning prototype of your project. This means that most, if not all the major features you listed function in some way, in essence, a user should be able to understand your vision, even roughly, by using your prototype.>

## BETA VERSION

<In this week, you will build upon your prototype. Any features not yet built should be added, and the features available in your prototype should be polished and improved. By the end of this week, your project could theoretically be done. Past this point, you should not plan on adding new features, only changing, improving, or cutting those already built.>

## FEEDBACK AND TESTING

<In this period, you will be testing your project with users outside your team. We will plan this actual testing later, but in this section, describe what features you feel are most essential to test, and what factors discovered during testing might lead you to change them.>

## FINAL REFINEMENT

<You won’t know exactly at this point what you will need to change, as testing will impact this. However, take the time to describe what form your polish might take, whether that’s improving the UI, visuals, logic, or quality and efficiency of your code. This is the final week (or sprint) of your project.>