**Project Charter**

Team 12

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1. Problem statement:
   1. In today’s world, many game development companies are making the jump to mobile application development, leaving a void for products in browser based games. Our project seeks to capitalize on this new void and provide a new web based game.
2. Objectives:
   1. Design visually pleasing UI all across the site.
   2. Design at least 50 elements that the user can obtain by combining other elements
   3. Develop visually pleasing animations for the combination and achieving of new elements.
   4. Develop a save game functionality.
   5. Time permitting: Design method for users to create new element combinations and elements and allow other users to discover them.
   6. Time permitting: Implement a timer and scoreboard based on time to achieve certain elements.
3. Stakeholders:
   1. The Developers: We are aiming to create a high quality product in a short period of time and are investing our time and energy into this project.
   2. The Users: They want a inventive and entertaining game to play, that is bug free and engaging to play.
   3. Project manager: Austin Dewey
   4. Project Owners: Austin Dewey, Joseph Nathan, Joseph Landis, Steven Motherwell, Stephen Kramer
4. Deliverables:
   1. Website with visually pleasing aesthetics.( HTML, CSS, Angular JS)
   2. Web app capable of allowing users to combine and discover new elements.(Designed for Chrome and Firefox compatibility, using HTML, CSS, Angular JS)