<Directed Focus Study Project Title>

# Introduction

Give a high-level overview of your project.

* What problem will you solve?
* Why is your project significant to the game industry?
* What artifacts will be produced?

# Detailed Feature Description

List each feature and generate the associated user stories. Break the list into two parts “core” and “stretch” features for both Midterm presentation and Final presentation.

Download and review this template on how to write Agile user stories: [Writing Agile User Stories](https://www.projectmanagementdocs.com/template/agile-templates/agile-product-backlog/%23axzz6kkXb7ZC0)

Download and review this template on developing an Agile product backlog: [Developing an Agile Product Backlog](https://www.projectmanagementdocs.com/template/agile-templates/agile-product-backlog/%23axzz6kkYeaSrU)

# Technical Issues

List the technical issues for each feature.

* How well do you currently understand the technical issues associated with the feature?
* What is unknown about the feature and what do you believe you need to learn to successfully implement the feature?
* Rate the risk of successfully implementing the feature: high, medium, and low.

# Performance

* What performance issues might arise?
* What tools will you use to solve the issues?

# Testing

* How will you test your project to prove correctness of the implementation?
* Which features can be tested using automation?
* Which features must be tested by hand?
* Is any special software needed?

# Bibliography

You must cite all relevant literature you are using.