Date: January 28, 2013

To: Dr. McDonald

From: Group 2 – Intensio (concentration in latin)

Subject: Simon Says Memory Game

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* Project Purpose
  + - Our group will create a “Simon Says Memory Game” that will test the memory of the user by having them watch a sequence of patterns and respond by repeating the pattern. The game continues until an incorrect pattern is returned, and the game ends. Players will be scored based on their performance, and a list of the top five scores will be recorded. This will be developed for an android tablet and run as a java web application. The Waterfall Model will be used for scheduling the creation of this software.
* Deadlines
  + We will have a Software Program Management Plan, Environment Description, and Software Architecture diagram prepared by March 19, 2013 for our project kickoff. By then we will also have:
    - Set up a work environment
    - Trained ourselves with all necessary tools
    - Identified all risks associated with these tools
    - An initial test plan
    - A schedule based on the Waterfall Model
    - Set roles for each member of the group
    - Have an initial prototype ready
  + A project delivery debriefing will be on April 20, 2013; on which we will have a finished project