Proposal guideline

The proposal should have 2 pages. You can write more if you like.

The following items should be included:

0. The information of the group members.

1. Introduction

2. Game Story

3. System requirement

4. How the game will be played?

5. Milestones

6. Work load distribution

7. SWOT. E.g., How can you make sure that you can finish the proposal.

etc.

8. References

**Proposal Format**

**3D Game Programming: Project proposal**

Member Name and Student ID:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Member Name and Student ID:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Instructor:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Introduction

2. Game Story

3. System requirement

4. How the game will be played?

5. Milestones

6. Work load distribution

7. SWOT

Add more topics if you want…

8. References