**Scope Plan**

**Part 1: Description of Problem and Needs Assessment**

Project background – The assignment is to create a simulation of complex life, with predator/prey relationships, and lifespans. The world needs this program because it will advance computer science and bring about a new age in computing. And it will give us a mark. Umm:

The world is in turmoil. Evil species have been discovered, and we have no protection. The turmoil is spreading everywhere. The birth rate has gone up. We are destroying the species and we need to categorize them. But… that would be so much work. Why not just sit back and relax. Play this game. This simulator of a former world. No human overpopulation. No new species threatening our entire existence. Just relax, and play. Play. Relax. Play.

Needs assessment – To complete this project, we must have resources. These resources are time, snacks, and computers. We must have these resources, and they must belong to us. If they do not belong to us, we do not have them. Not having them means we cannot complete the project, because to complete the project we must have them.

**Part 2: Vision of Solution**

Vision statement – I had a dream. In it animals murdered each other. They were fed off the land, and the land fed off them. Their deaths fed each other. The plants, the sky, the earth; all fed off the animals, who were murdering each other. Their warm blood covered the earth. Fire and blood spread over the earth. The fire was extinguished by the blood. A TRAIN came and wiped a line across the earth, a boundary between two sides of the same planet. This boundary became known as the train line. This line splits the planet in half. It cuts it in two. Both parts are equal and halves. And the parts were the same, for the planet is round.

Features to be developed – Death.

Features that may be developed – Life.

Features not to be developed – A purpose. There will only be death. And maybe life. But it will have no meaning. The life will be meaningless, the death pointless. Have fun.