**Scope Plan- Miranda, Noah, Mara**

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

Project background – The assignment is to create a simulation of life-forms interacting with their environment.  The environment should include food, water, life-forms and anything else that may be inserted. Life-forms should interact between each other. The user should be able to create the initial environment and life-forms, and change them during the simulation.

Needs assessment – The steakholders and users of software include youth and the programmers. The youth represent the users of the program. They are responsible for determining the overall appeal of the program based on their needs of entertainment, social powerhouses, and ease with the game. They also test the game for bugs and set the parameters for the complex game itself. Meanwhile, the programmers are behind the making of the program. In order to successfully develop the program, they need to understand the needs of their target audience and possess knowledge of Java GUI components and objective oriented programming.

**Part 2: Vision of Solution**

Vision statement – To create a game that accurately simulates life, in a realm similar to earth.

Features to be developed – There will be an easy-to-use interface including key shortcuts, buttons, mouse, GUI, etc. Lifeforms will run freely among various biomes, hunting each other, dying, living. Weather and disease will run rampant, wiping out entire populations.

Features that may be developed – Later improvements may include more random but awesome stuff. Such as that most grand creature: The Train. In a blur of metal and steam, the train rolls across the landscape. Its infinite rage cutting a line across the world, destroying hopes, dreams, and nutrients.

Features not to be developed – Shooting, as per instructions. We also will not develop a first person and 3d view, as that is much too time consuming. We will not make the world infinite, and we will not make it possible to pan across the world.