**Work breakdown structure** - Create a work breakdown structure diagram showing what is to be completed in each iteration

**Plan Document** - Create a plan document with an overview of the project, including game concepts, time management, and risk management plans

**Meetings** - Create a schedule for regular team meetings and record minutes in those meetings

**Distribution plan** - Determine how the work is going to be distributed throughout the project, taking into account each member’s strengths

**Risk assessment** - Determine potential risks which may impact the the project and devise methods to avoid or mitigate them

**Design document** - Document elaborating on the details of the game concept and design

**1 x Boss** - Create a proof-of-concept boss enemy which spawns minions to attack the player

**1 x Level** - Create a proof-of-concept level environment with a timer and health bar for the player

**1 x Vehicle** - Create a proof-of-concept vehicles for players to drive and fight with

**Menu** - A simple menu with a high score page, start, and exit buttons

**Multiple levels** - Create multiple levels each with different boss monsters and mechanics

**Multiple vehicles** - Create multiple vehicles with unique mechanics for players to pilot

**Sound** - Add sound effects and background music to the game

**Assets** - Replace placeholder objects used in the prototype with actual art and model assets

**Advanced feature** - Create an online challenge mode where pairs of players are matched up against other pairs of players to compete for who can finish a level in the shortest time

**Final report** - Create the final report for submission