

Who: John Richards, Matt Schroeder, Victor Palacios, Brent Pivnik

Title: Bound Breaker

Description: A game where you roll a ball through various sequences of events that could stop your ball from reaching the finish line.

Vision Statement: Create an addicting and entertaining bus stop app.

Motivation: With mobile devices becoming ubiquitous in our society, it is becoming a necessity to be able to develop applications for these devices.

Risks:

- Most of the group has not used xcode
- Minimal app development experience
- Half of the group does not have a mac needed for xcode
- Minimal database knowledge

VCS: GitHub

VCS link: <https://github.com/JScottR/BoundBreaker.git>