Kaitlyn Moeller

University of Advancing Technology

CSC318: Software Engineering Principles

Ms. Kim

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1. Last session, I determined that I would create a C# Windows form application horror game. I will need C# programming and design skills. Visual Studio 2022 will be my IDE. I established the basic story, gameplay, visual, and maintainability requirements. Finally, I found a game that I can benchmark against.
2. Next, I will create a flow chart to map out the application’s design. I plan to design the application’s user interface with the general requirements.
3. There were no obstacles or challenges to overcome.
4. I accomplished 100% of the intended work.