# Project Title

*Last updated: Date*

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| --- | --- |
| **PRODUCT NAME** | Space Shooter |
| **PRODUCT OWNER** | Me |
| **START DATE** |  |
| **ESTIMATED GO LIVE DATE** |  |

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| --- | --- |
| **REFERENCE MATERIAL** | **USE** |
| **DESIGN DOCUMENT** | Provides project overview |
| **PROPOSAL DOC** | Where potential features, conversations are documented |
| **TECHNICAL DOC** | Architecture and troubleshooting |
| **MEETING NOTES** | Any meeting notes used to track tasks/action items |
| **IDEAS** | Initial notes from design meeting |

# Short Product Overview

## Purpose:

Give a quick summary of what you project is, who it is for and the purpose of the project.

## Team Members & Responsibilities:

A list of who is working on the project, what their roles and responsibilities are and any holidays taken during the development of the product. Members should have a backfill plan or escalation path.

## Tentative schedule:

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| --- | --- | --- | --- | --- |
| **MILESTONE** | **STATUS** | **START DATE** | **DUE DATE** | **OWNER** |
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**In Scope:**

* 2D (Horizontal & Vertical) movement of space-ship
* Shooting mechanic
* Different types of ammo
* Asteroids
* Health of space ship
* Multiple Levels and Lives
* High Score
* Power-ups
* Music and Sound effects

**Out of Scope:**

A list of features that won’t make it into the initial schedule. This can later be referred to if there is time leftover or additional budget for extension.

* Reactive enemies
* Boss enemies
* Large asteroids break into multiple fragments
* Simple cut-scenes
* When there are enemies, player needs to defeat all of them to move to next level.

**Holidays, Events, Vacations:**

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| --- | --- | --- | --- |
| **TEAM MEMBER** | **DAYS** | **DATES** | **BACKFILL** |
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