**Deliverable 1 – Planning**

Submit the following:

1. Project files you have so far as a compressed (.zip) file, GitHub link, or Perforce submission. It’s ok if they aren’t much yet, but at least have a project setup to begin working in.
2. A basic design overview of your project. If it’s a game or similar, include its setting, lore, genre, 2-3 examples of games *or other media* that inspired your idea. If it’s a tool or other media, include its purpose, platform, and intended audience.
3. An outline of features you currently plan to implement in your project, prioritized from most important to least important. Be as thorough as you can and break down large tasks like ‘Audio’ into smaller, assignable tasks like ‘find background music for level 2’. This should be the largest portion of your plan document. This is more to help you (rather than me) to keep track of what you need to do and manage your project in bite-size chunks.
4. A preliminary schedule of your work. It should include at least a prototyping phase, development phase (which can overlap, but you should plan to stop prototyping new features at some point), testing and polish phase, and consider when you will work in time for research, presentation preparation, working on a portfolio, etc. It can be rough at this point, but try to pin down when you need certain features from part 3 completed.
5. What you plan to do over the next 2 weeks.