**Team size**\*

How many members in your team?

2

**Team Member Names**\*

Enter names for all the team members

Clarence Mitchell, Gracie Alderete-Fisher

**Project Title**\*

Create a clear and concise project title for your project

**Otter Zone**

**Write a clear description for the final product to be produced by this project**\*

This is a text based adventure game that is centered on the CSUMB campus. This game will include sound and pictures. The player will be able to move around using the commands of north, east, west, and south.

The command look will display a text description and the command view will display a picture (if it is available). As a player enters an area, sound will be played (if it is available).

The player will be able to pick up available items, open doors and enter buildings and rooms.

**Write clear division of responsibility within the team.**\*

This is a general plan - you can make changes later

The design of the Map and story line will be done by both Clarence and Gracie. The coding will be done in modules (functions), with each team member, Clarence and Gracie, working on separate modules (functions). The integration of the modules will be done in a paired programming environment, as well as the functional testing. The value and extreme testing will be done separately, with each team member updating a testing document. Last, the documentation will be done by both team members.

**Milestone Deliverables Due Date % Completed**

**Completed Research**

* Research game ideas 12/03/2014 100%
* Selection of final idea 12/03/2014 100%

**Completed Design**

* Design of Map 12/11/2014 10%
* Design of story line 12/12/2014 0%

**Completed Coding**

* Module Pair coding 12/13/2014 0%
* Integration of code 12/13/2014 0%

**Completed Testing**

* Functional testing 12/14/2014 0%
* Value and error testing 12/14/2014 0%

**Completed Documentation**

* Document code 12/15/2014 0%
* Creation of user documentation 12/16/2014 0%