* + Customer need: The Biology Learning Games will be used by the employees at the Veterinary Medical & Biomedical Sciences Department to help reinforce the learning of biology concepts for 6th grade students. After the meeting with the customer, we have gained a general understanding of what the customer wants in this project. In the first place, since this is a legacy project, we need to test the games developed by the previous team and make it run correctly in our front-end framework. In the second place, we are required to deploy the games onto [the](https://vetmed.tamu.edu/peer/) StepStone authoring system and <https://vetmed.tamu.edu/peer/>. Lastly, we should try to come up with new ideas which will facilitate the learning procedure for those 6th grade students, develop new biology games based on those ideas and also deploy them onto the peer website and the StepStone authoring system. The customer also suggests that we should include a backend framework to provide more features if possible.
  + The stakeholders of this project are the employees and customers of the Veterinary Medical & Biomedical Sciences Department of Texas A&M University.

GitHub: <https://github.com/laosong-2020/BiologyGames>  
Pivotal Tracker: <https://www.pivotaltracker.com/n/projects/2495359>