1. Explain who your game is designed for and why
   1. Students having to attend online classes in college
2. Explain the object and key activities of the game
   1. The object of the game is to help students understand time management and opportunity cost better
3. Show the proposed look and feel of your game
   1. WILL BE DONE DURING PRESENTATION
4. Show a conceptual diagram of how you divided your program into smaller sub-problems (i.e., into functions/methods)
   1. Design Deliverable
5. Explain what makes your team’s version of the game unique
   1. The game is done through a hybrid system of online/in-person classes, a unique experience that most people haven’t experienced before.