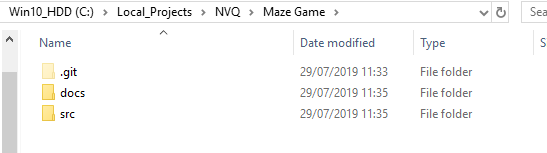
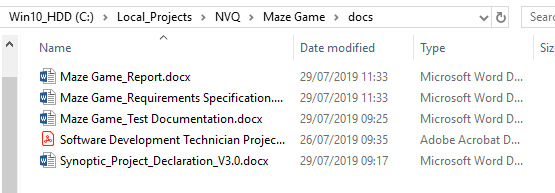
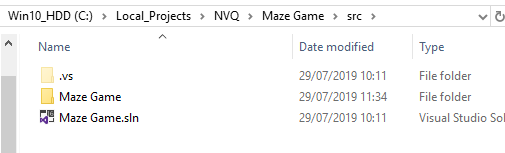
**Final Project – Olde Worlde Phunne Maze Game**

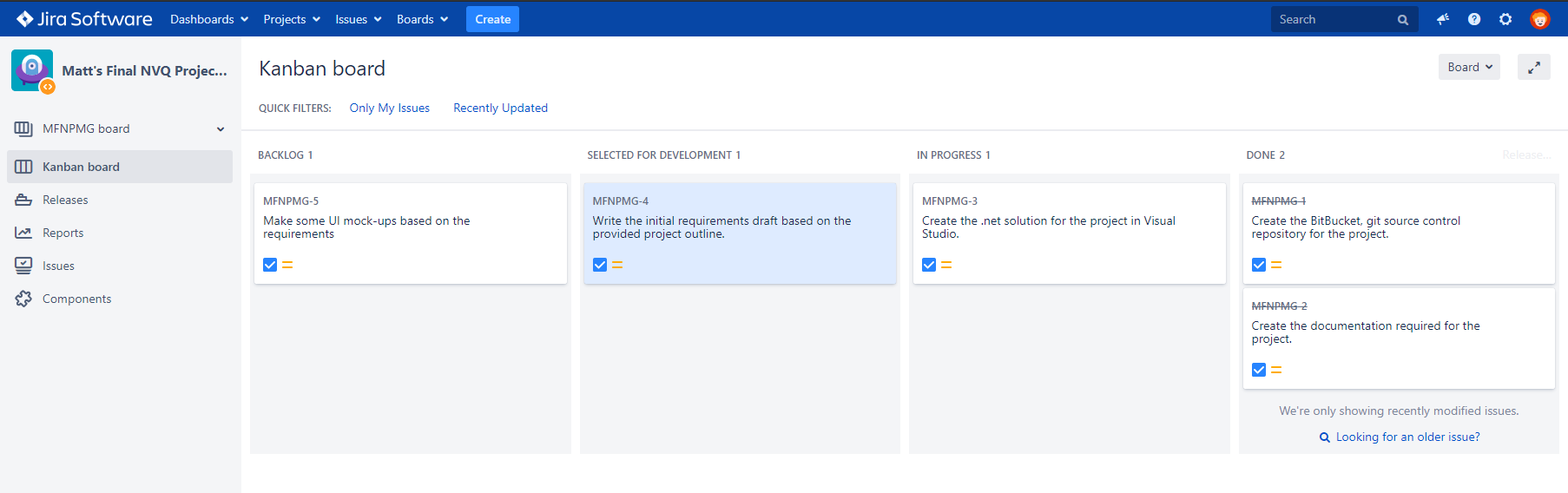
**Day 1:**

The first thing I did on day 1 was to read the project outline documentation. Following this I put together the word documents I needed, including the requirements specification, the test plan and the UI mock-ups. I then created a git repository in my company’s source control server for this project, cloned the repository onto my local machine and moved my Visual Studio solution and documentation files into the project directory, committing these files in an initial .git commit.









**Future Improvements:**