Introduction:

What are you going to cover? [Calvin]

­

Body:

What is the game?: [Calvin]

What are the game mechanics?: [Hafsah]

- From Piazza: Game Mechanics (rules of game), Game Features (ex - is there an   
 undo option?)

How will the game look?: [Hafsah]

What are the different logical components? (Why?): [Calvin, Gen, Hafsah, Ilija, Yao]

What parts of the game will be hard to implement?: [Ilija, Yao]

How are you planning to implement those parts?: [Ilija, Yao]

Conclusion:

What have you talked about?: [Gen]

What is your call-to-action?: [Gen]