Complete each section of this project plan completely and professionally. This should be a living document that gets updated as appropriate. You should upload this document to your private channel on Teams so all members have access to it. You should also upload a PDF version to the documents folder in your GitHub repository. Each version you upload to GitHub should have the version number appended to the name of the file.

**Section 1 – Product Overview – This should be a more refined version of the original elevator pitch.**

Our game will be an online multiplayer game that allows people to play a tag-based assassin game. Each game will be held within online parties consisting of friends where all members know each other. People will have targets that they will have to get in range of and press a button on their phone to execute the kill. The targets will get warnings telling them when their killers are close to making sure the game is active and fun. There will be power-ups and a battle pass for the players giving them special abilities like protection, and precise location for the target. Normally the game only provides a direction and distance to the target, and the assassin will try to find out the location of the person.

**Section 2 - User Personas: A detailed summary of your main target user groups. How many are there? Niche audience or mass market? What are each one’s characteristics (age, lifestyle etc.) and key goals.**

**The main target group is tailored for high school and middle school students to create a fun game that can be played in real time with all the backend organization done for them. There is one very large group which is teenagers with phones. The ages range from 13-18 because they are the only ones with the time and effort who want to play these games. The people who choose to play these games will be people who have friend groups that can constantly have games running. They will be tapping into the social aspect of their personality as well as the childhood need to be included by friends. So, when one friend downloads it there will be another influx of friends who join the app.**

**Section 3 – User Stories - Short, simple descriptions of a feature told from the user perspective. As a <type of user>, I want <some goal> so that <some reason>. This will become your backlog and your feature list.**

As a senior, I want some sort of way to get engaged with the rest of my class, so that I can receive bragging rights. To increase engagement, I want access to a friend system which will allow me to see how well my friends are faring in comparison. Additionally, setting a no-kill system, a room system, would be integral to ensure that the sanctity of the game. I do not want to participate in this game 24/7, so having a pause feature which can’t be abused is necessary.

**Section 4 – Development Tools – Must be something all team members can access at school and agree upon. Must be something where the source code can be tracked with GitHub.**

**Xamarin Vscode, VS, node.js, c#, javascript, websockets, Xcode**

**Section 5 – Minimum Viable Product (MVP) - What is the key minimum feature set that you will need to build to make your product successful.**

**For our MVP we want to be able to display the key features of the game, that for us includes a rough UI with an arrow that points in the direction of your target and some sort of timer that records the time you are alive. On the gameplay aspect of the game, we want to have the ability to locate and eliminate someone’s target, and post elimination the ability to gain that person’s target so that the game can be continued to be played. On the server side of the game, we want to have a system in which the phones can pair themselves to each other in place of a traditional server, so we want a functional form of this system to be in place for the MVP.**