You are to implement the third stage in the [Software Development Life Cycle](https://www.coursera.org/articles/software-development-life-cycle?msockid=22c4e30ccbbb6df5088ff63dcfbb6f8b)(SDLC). All previous stages are expected to be completed at this point in the Life Cycle.

**Stage 1:** Plan and Brainstorm

These criteria will be assessed based on the first ***Check In*** point as defined in the Rubic provided in the direction of the Culminating Project.

**Stage 2:** Analyze Requirements

These criteria will be assessed based on the second Check In point as defined in the Rubric provided in the direction of the Culminating Project.

**Stage 3: Design the Mockups**

Here will be the main grading points for the project.

The criteria requirements include:

1. Programming tools or structures that are required include: Data Structure, Objects, Methods, and Repetitive Structures.
2. Investigate and analyze **at least five** *Processing* tools for your project. **three** tools that are required in the investigation include: Objects, Inheritance, Multiple Constructors.
3. Design should fulfill the criteria defined in the SDLC.
4. Mockups should include working code to demonstrate key criteria ideas that you want in your program using Processing.

It is important to make sure all your documentation and previous resources are available for the Check-In points of the project. These will enhance the success of the conversation and ensure that you have met the artifacts requirements.

Use the provided Gorski PDFs to help in developing the ideas for your project. It is essential that you show improvement when the FINAL is being graded. The marking is based on development of new skills, knowledge and exceeding expectations for Curriculum requirements.

See RUBRIC attached with the assignment details.

Any questions make sure to seek assistance sooner rather than later.