* Title comparison
  + Students must compare at least 3 similar titles to their game outlining the following.
  + Game 1: Zardy’s Maze (<https://store.steampowered.com/app/1484800/Zardys_Maze/>)
    - What features are similar?
      * It is a maze game like what I am making.
    - Why the similar features are in your game?
      * It is similar because it is what inspired me to make a maze game.
    - What features set your game apart?
      * My game will have different maze walls & you can’t go through the wall like that in Zardy’s Maze.
  + Game 2: Six inches under
    - What features are similar?
      * The hotbar system is similar &the encouragement of exploration.
    - Why the similar features are in your game?
      * The hotbar system is in my game because I think it is designed nicely so I want to do something similar.
    - What features set your game apart?
      * It will have the navigation controls of using the number keys & scroll wheel & it won’t have the menu buttons on the hotbar.
  + Game 3: Maze (<https://store.steampowered.com/app/1136770/Maze/>)
    - What features are similar?
    - Why the similar features are in your game?
    - What features set your game apart?
* Estimated Schedule
  + A week-by-week breakdown outlining what assets are to be produced and what features are to be implemented.
* Resources
  + A list of resources needed for development, including:
    - Hardware
    - Software
    - People needed.
    - Time needed.