* Title comparison
  + Students must compare at least 3 similar titles to their game outlining the following.
  + Game 1: Zardy’s Maze
    - What features are similar?
    - Why the similar features are in your game?
    - What features set your game apart?
  + Game 2: Six inches under
    - What features are similar?
    - Why the similar features are in your game?
    - What features set your game apart?
  + Game 3:
    - 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.