# Analysis Stage Headings

* The Problem Definition / Game Description
* Background research
  + into other systems/games and the features they offer)
* Description of Current System
  + if a business system
* Identification of End Users/Players
* Objectives
  + Measurable
* Modelling (examples include):
  + Data Flow Diagrams
  + Entity Relationship Diagrams
  + Flow Charts
  + Manual proof of complex algorithms
  + Prototype of some areas of your code.