We strongly advise that you take the time to plan your project well. You should include all planning, wireframes, skatches etc in your presentation.

**Project Plan deliverables:**

* **Scope.** What are you planning to build? What features will it have? What do you think you can reasonably implement in the time period?
* **Wireframes.** Sketch out what a few of your core pages will look like and how they will work and link between each other. Again, pen and aper works great. You can also check out wire framing software like Protoshare or Balsamic.
* **Milestones.** We will give you some dates and milestones to help keep you on track. Outline some specific milestones for yourself based on how you prefer to work.

Line colour drawing puzzle:

Intro:

The point of the game is to draw a line from one point to the other, connect the dots and do not touch the walls or you will lose.

Scope:

MVP Features:

* Have a start game prompt, user input that will allow them to start, quit game
  + Inputs start to start, quit to quit
* Show game screen:
  + Outer div in the centre of the screen
  + Inner div is level back ground
  + Be able to draw a path in the inner div
* How to win/lose:
  + Connect point A to point B to win
  + Touch the walls and you lose
* Winning alert when you connect the points
* Game over alert when you touch the walls

Milestones:

* Monday drag and draw on a pixel graph
* Use table and td tags in html to do the pixel grid layout
* Example:
* <table>
  + <tr> // rows
    - <td> cell 1, row 1</td>
  + </tr>
* </table>
* When a set amout of cells are coloured then you win
* <td style="background-color: rgb(0, 0, 0);"></td>
* If the background-color of the cell is blue then you win

Stretch goals:

* Start page with working buttons
  + Include buttons
  + Include instruction screen
* Smooth fluid spline line drawn to screen
* Multiple levels:
  + Different colours puzzles
  + Procedural levels
* Sounds
* Lights and glowing effects
* Different line thickness making the level harder
  + Changing the pixel width on with input
* Wining screen
* Game over screen