* Based on previous sprints as a team we concluded that logged an average of 5 hours a week.
* This led us to conclude we log a total of 15 hours a week between each team members.
* By these figures we are projected to log 75 hours by the end of the project cycle.

***Our game is going to have the following mechanics:***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Group Project  L4/5 Group 19 : Mission statement |  |  |  |

|  |  |
| --- | --- |
| Mechanics | Predicated working hours |
| Wind mechanic with optimum variables based on playtesting. | 4 hours |
| Stamina capsules functionality that will propel player character in short bursts. Optimum variables will also be based from playtesting. | 6 hours |
| Delayed launch mechanic that will automatically run opponents at the default power if they have yet to launch their characters in the time given. | 2 hours |
| Tweak the variables of the launch mechanic to allow for an optimum distance travelled by players. | 8 hours |
| Total: | 20 hours |

***Our game is going to have the following***