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| Visual Starter Plan |
| 1. To give more ideas for the project and how to do it. |
| 2. To choose the best idea and starting thinking about how to write it. |
| 3. Our Scrum Trainer to give us our tasks. |
| 4. Start working. |
| 5. Thinks for design of the project. |
| 6. Make it work. |
| 7. Create a website for the game. |
| 8. To try it. How it works and the quality. |
| 9. End the project. |