Issue	What kind of graphics should we use for our game?
Decision	We are choosing to use 2D graphics.
Status	Approved.
Assumptions	2D graphics are easier to implement and maintain than 3D graphics. 3D graphics will provide more aesthetic value than 2D graphics. Text-based graphics will be easiest to implement.
Constraints	The ultimate level of detail that we can show to the user will be reduced with 2D graphics compared to 3D graphics.
Positions	Text-based graphics 2D graphics 3D graphics
Argument	3D graphics will be costly to both implement and maintain because our team members do not have past experience with them. Most users do not place heavy emphasis on graphical quality in relation to the gameplay itself, but 3D graphics are more aesthetically pleasing than 2D graphics. 2D graphics can provide enough value to the user without increasing difficulty. Text based graphics are the easiest to implement but also least enjoyable for the user.
Implications	Players may be dissuaded from playing our game because of our graphics decision.
Related Decisions	Programming Languages.
Related Requirements	SRS 4.1
Related Artifacts	N/A
Related Principals	Ensure that we are able to deliver, at the very least, a working prototype of our game at the end. Be confident in our ability to extend the game and develop it further as time allows.
Notes	We have more experience using 2D graphics. The related requirements are referencing the SRS.

Issue	What programming language are we using?
Decision	We are choosing to use Java.
Status	Approved.
Assumptions	We have the most experience in Java.
Constraints	Java's virtual machine model restricts optimal performance compared to C++.
Positions	Java, C++, Python.
Argument	Our group has more experience programming using Java.
Implications	It implies that the user must have Java installed.
Related Decisions	Platform.
Related Requirements	SRS 4.8 SRS 4.9
Related Artifacts	N/A
Related Principals	Ensure that we are able to deliver, at the very least, a working prototype of our game at the end. Ensure that any new developers added to the team can work with the current codebase.
Notes	The related requirements are referencing the SRS.

Issue	What platform are we choosing to develop the application for?
Decision	We are choosing to create a desktop application.
Status	Approved.
Assumptions	We are more familiar with developing desktop applications than other types of applications.
Constraints	Desktops often have more powerful hardware than mobile devices.
Positions	Mobile application, web application, desktop application.
Argument	We are most experienced with desktop applications.
Implications	You must have a personal computer.
Related Decisions	Choosing to make a desktop application does not limit what language we can use.
Related Requirements	SRS 4.9
Related Artifacts	N/A
Related Principals	Ensure that we can deliver, at the very least, a working prototype in the specified timeframe. Ensure that we can maintain the product through its projected lifespan.
Notes	We have more experience programming desktop applications. The related requirements are referencing the SRS.