Tong, Timothy; Wimmers, Alexandre; Yepez, Mario

Deliverables:

- System
    - Movements are able to be read from the Kinect. The movements are to be properly parsed and assignable to in-game commands.
    - The Oculus Rift is properly communicating and displaying images.
    - The game must be able to connect to and sync with another player locally.
- Game
    - Implement a module framework for all ships to derive from. This framework should let the players customize their ships by swapping modules in and out. Each external module should have its own hit-box. There will be no shortlist of required modules for each ship. Modules may be "boosted" by diverting power from away from modules and into other modules. In this sense, weapons count as modules.
        - Modules
            - Engines
                - Boosting increases acceleration, top speed, and maneuverability.
            - Matter Generator
                - Boosting increases the matter generation rate.
            - Power Generator
                - Can't boost.
            - Radar
                - Boosting increases the range at which you may detect enemies.
            - Shields
                - Boosting increases shield health and shield recharge rate.
            - Stealth
                - Boosting reduces the range at which enemies may detect you.
        - Weapons. These should have different strengths and weaknesses. One may be stronger or weaker in different scenarios.
            - Lasers
                - Boosting increases damage and firing speed.
            - Missiles
                - Boosting increases missile speed, maneuverability, and damage.
    - Resources
        - Matter will be the primary resource used by players to construct their ships.
        - Power will be the primary resource used by players to fuel their modules.
    - Ships. These will natively generate enough power for all of its modules to run at a basic capacity. The larger the ship, the more modules it may use.
        - Massive; Mothership class, one per player.
            - May build any other type of ship.
        - Large; Cruiser class.
            - May build small ships.
        - Medium; Frigate class.
        - Small; Fighter class.
- Actions
    - The main menu must be easy to navigate with gestures.

- In-game gestures. All of the gestures assigned to these commands should be simple to invoke with little to no room for error.
    - Unit selection
        - Single unit selection
        - Group selection
    - Unit movement
        - ‘Point and Click’ style. Units take shortest route to destination.
        - ‘Path’ style. Units follow the user specified path to destination.
    - Unit actions
        - Attack
        - Repair
        - Allocate internal resources (power)
        - Construct ships, if applicable.
        - Replace or upgrade modules.
    - Camera controls
    - Pause menu