**Games to consider** (Not in order of precedence)

1) Tank game

2) Pummel Party

3) Bomberman

1. **Project Description (Decide and state which game your team will be working on):**

Snake battle royale, 1v1 snake game. Each player is given 3 lives. In order to win, you need to have a higher high score. In order to earn points, players will need to collect items, or cause the opponent to die and lose points. There will be a time limit set on each game.

1. **Tool Name (Discuss and come up with a catchy name for your application.):**

Snake Game -

Snake party?

Battle Snakes

Snek Royale - this is good

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| Tank game |  |  |  |  |  |  |
| Pummel Party |  |  |  |  |  |  |
| Bomber  man |  |  |  |  |  |  |

1. **MoSCoW Matrix**

Brainstorm on what features are critical for your project. Also discuss the properties that are good to have and would include if time permits.

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| --- | --- |
| Must have | Lives  Score board  Concurrent multiplayer system (multi-threading)? |
| Should have | Time Trial |
| Could have | Fruits with different points  Fruits with different effects  Random Obstacles |
| Would have | Different map for players to choose  Multiple levels |

<https://en.wikipedia.org/wiki/MoSCoW_method>