**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

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  |  |  |  |  |  |  |
| 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.

|  |  |
| --- | --- |
| Must have | Lives  Score board  Concurrent multiplayer system |
| Should have | Timer |
| Could have | Fruits with different points  Fruits with different effects  Obsta |
| Would have | Different map for players to choose |

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