1. **A description of your program.** The purpose of this description is to give the reader an idea of the software or game, how it is used or played, how you got the ideas and anything else you want to highlight.

You ought to have **one** target user in mind (since your program is supposed to solve an interesting problem, so whose problem are you going to solve? )

Thus it may include, in no particular order,

1. A background of your game/software e.g. its origins
2. A scenario behind your game/software:  who is it for? What are the typical characteristics of this user? What is the interesting problem that the user is facing? Why/When would the user use your program? What benefits would be gained from using your program?  (See Appendix 1 for how you might write this)
3. how the software is to be used or how the game is to be played
4. the main features in the software or game that you wish to highlight
5. citations / references to the sources that you made use of when planning this software or game