1. **Purpose**

To think out of the box by pushing our skill set to the limit and producing a fully functional game and website. Using the skill we have learned in our courses, such as JavaScript, jQuery, and PHP to name a few. The Project will also include the team testing our ability to learn new tasks and languages in order to complete the project on time.

**\*Budget**

As a group we have decided on a budget of $150 for this project. Which would be used for any images engines or sounds need to produce the game.

**Group Strengths and Weakness**

**Team:**

Strengths: Hard working, motivated, devoted to the project, willingness to go above and beyond. Character and story design, front-end coding.

Weakness: Procrastinate, time frame, distance between group members.

**Individual:**

**Kyle:**

Strengths: Html, CSS, JavaScript, jQuery, PHP

Personal Values: Competitive, Teamwork, High bar for achievements

Expectations: Work will be completed on time when a team member says, group will work as a team and help others if they are in need. Everyone will pull his or her own weight.

**Dom:**

Strengths: Character design, Html, CSS, Illustrator, Photoshop

Personal Values: Teamwork, Open mind, Out of the box thinker

Expectations: Planning ahead, motivation to complete work, each team member completes his or her task on time.

**Brandon:**

Strengths: Character design, Illustrator, Photoshop

Personal Values: Teamwork

Expectations: Time management.

**Guidelines**

Team members are expected to show for the Saturday meeting, unless unforeseen issues. Everyone will meet in an online meeting at least twice a week to provide progress reports and work as a team on the project. Work will be completed on time, if any problems should occur the team member will notify the rest of the group via email or text with a reason and plan of attack for the delayed task.

**\*Meeting and Communication**

**Contact information**

Kyle 815 483 6221 kylepaetschow@yahoo.com

Dom 708 692 9023 kiryu022@yahoo.com

Brandon 815 735 3677 bholla89@gmail.com

The team will meet once a week in person on Saturdays, and work on the project for at least 5 hours together. The team will also have online meeting every other day to discuss progress, issues and timetables. We will use text messages and emails as our form of commutations besides the meetings.

**\*Time Commitments**

**Kyle: 20 hours/week**

**Dom: 15 hours/week**

**Brandon: 15 hours/week**