

Problem Statement and Goals

Farming Matters

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Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
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1 Problem Statement

[You should check your problem statement with the problem statement checklist. —SS] [You can change the section headings, as long as you include the required information. —SS]

1.1 Problem

1.2 Inputs and Outputs

[Characterize the problem in terms of “high level” inputs and outputs. Use abstraction so that you can avoid details. —SS]

1.3 Stakeholders

1.4 Environment

[Hardware and software —SS]

2 Goals

3 Stretch Goals

- **Asynchronous multiplayer:** This will be an exciting feature as players will be able to collaborate with other players. Multiplayer gameplay is usually a feature found in most games today; however, it will be asynchronous so players don't have to wait on others before they can perform actions.
- **Mini-games:** This will be a fun in-game feature which aims to keep players enticed. Mini-games could be played for various reasons. This could be an enjoyable option to earn money for buying items required for their farm. It is also an additional feature to keep the users engaged and motivated to continue playing the game.
- **Visualizing the data collected by the game:** The data logged and sent to databases could be graphed and visualized in many other ways. This would also be useful for collecting results for the experiment.