**Scope Statement**

1. **Agar.io (game) –** This is a game where you are a player in the center of the screen, and you eat things and grow bigger and bigger. You have others that you are competing with to be the biggest.

* What type of platform (Windows, Macintosh, UNIX, etc.) must the software work   
  with?
  + Windows, Macintosh (This will be for all projects, because we have members with just Mac devices and just windows.) (Game plays on windows only, but coded on both)
* Will the software function as a standalone application on a given computer, or will   
  it functions over a network connection?
  + Standalone. We may be able to add multiplayer.
* What other software, if any, must the software interact with? For example, you   
  might be building a subsystem component that will be integrated into a larger   
  system. In such a case, it’s important that you don’t duplicate functionality provided   
  by existing subsystems.
  + None, unless we find something to interact with. If we can get the network side working, it would use this software called Socket. It basically a low-level networking interface. It would be apart one of our last versions to work on.
* If you are building a game, how many players will be supported? Will there be a   
  computer player? If so, will it use artificial intelligence?
  + Single player for now. We will have computer players. It won’t be artificial intelligence.
* What programming language will be used for the project?
  + Python
* Will the software use a graphical interface or a command line interface?
  + It will be a graphical interface.

1. **Minesweeper (game) –** This when game where you are not trying to click on a landmine.

* What type of platform (Windows, Macintosh, UNIX, etc.) must the software work   
  with?
  + Windows, Macintosh
* Will the software function as a standalone application on a given computer, or will   
  it functions over a network connection?
  + Standalone
* What other software, if any, must the software interact with? For example, you   
  might be building a subsystem component that will be integrated into a larger   
  system. In such a case, it’s important that you don’t duplicate functionality provided   
  by existing subsystems.
  + None.
* If you are building a game, how many players will be supported? Will there be a   
  computer player? If so, will it use artificial intelligence?
  + Single player and no bots.
* What programming language will be used for the project?
  + Python
* Will the software use a graphical interface or a command line interface?
  + We will start with a command line interface and work towards a graphical interface.

1. **Battleship (game)**

* What type of platform (Windows, Macintosh, UNIX, etc.) must the software work   
  with?
  + Windows, Macintosh
* Will the software function as a standalone application on a given computer, or will   
  it functions over a network connection?
  + Standalone
* What other software, if any, must the software interact with? For example, you   
  might be building a subsystem component that will be integrated into a larger   
  system. In such a case, it’s important that you don’t duplicate functionality provided   
  by existing subsystems.
  + None, unless we find one that interacts with it. Most like would be if we help with a graphical user interface. We have a member that is has used tkinter, but we may be able to handle a GUI ourselves.
* If you are building a game, how many players will be supported? Will there be a   
  computer player? If so, will it use artificial intelligence?
  + Single player. We will work on have a computer player to play against. It will not have artificial intelligence.
* What programming language will be used for the project?
  + Python
* Will the software use a graphical interface or a command line interface?
  + We will start with a command line interface and work towards a graphical interface.