Initial Questions

1. How are teams expected to manage their codebase, scheduling/deliverables, communications, etc.?
2. What are the requirements for documentation to be submitted with the game?
3. What are expectations regarding the size of our game? The level of polish? Of complexity?
4. How will teams submit their game? Should it be playable from their website? As an executable?
5. How extensive should testing be? Flawless or functional final product?
6. Is there an expected coding style guide? Will code quality be a factor?
7. Are accessibility features expected?
8. What is the best way to convey information to children? Are their standards for the expected capabilities of the target age bracket?
9. What checkpoints are we expected to meet over the course of this project?
10. How will this project be graded?

Initial Risks

1. Poor initial planning will lead to rushed, unequal development by team members, causing increased stress and animosity.
2. Over-commitment/Feature bloat, i.e. a team might decide on a project with too large of a scope and have an incomplete project by the due date.