CI410 Week 12 Lab (15/01/21)

Tutorial Workshop – Creating a MVP (Minimum Viable Product) - Priority List For Your Game

NOTE: The list below is for your **MVP,** NOT your finished fully realised game.

You must decide what are the **most important requirements** for your game as described in the **MoSCoW** method below.

You are creating a list/catalogue of all the features that are to be designed and built

Prioritise these using the **MoSCoW** method:

- **M – MUST haves**: Requirements in your game that *MUST* be satisfied in order for the project to meet key objectives (Core)

- **S - SHOULD haves**: high-priority item(s) in your game that *SHOULD* be included in the MVP if possible

- **C - COULD haves**: Requirements which are considered *DESIRABLE* for your game to be viable but not necessary;

- **W - WON'T haves**: Requirements that *WILL NOT BE IMPLEMENTED NOW*, but may be considered for future versions of your game.

- http://en.wikipedia.org/wiki/MoSCoW_Method

To Answer the above ask these questions.

- **WHAT** do users absolutely **NEED TO DO** in the game?

- **WHAT** are the features **MOST NECESSARY** to the game's main function(s)