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| Project Name: 2 player game (Breakout/Tetris)  Group Members:  Daniel Hogan |
| Preferred Communication Methods:  WhatsApp  Text  GitHub email alerts (optional) |
| Check-in Frequency:  Twice a week:  Friday/Saturday: Recap the progress made during the week. If either member misses class, the check-in will occur by text instead.  Monday/Tuesday: Plan for the upcoming week. |
| Check-in Tasks:  Monday/Tuesday: Set specific goals and priorities for the week.  Friday/Saturday: Review progress on the goals, assess achievements, and adjust the plan as needed. |

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| To Do List Storage Strategy:  Google sheet |
| Meeting the Deadline Strategy:  The strategy is to complete tasks 24 hours before the deadline to allow ample time for review and troubleshooting. |
| Missed Deadline Recovery Strategy:  In the event of a missed deadline, the team will increase effort to make up for lost time.  If necessary, the scope of certain tasks will be adjusted to maintain the overall goal and deliver a high-quality product. |
| Project Deliverable Submission Process:  The code will be compiled and finalized on GitHub.  Daniel will submit the code 24 hours before the deadline and will provide a screenshot to confirm the submission. |
| Instructor Support Expectations:  Stage 1: General planning for the user interface (UI), graphics, and overall project implementation.  Stage 2: Development of a basic working version of the game, where the graphics objects move and interact correctly.  Stage 3: Expanding the game with additional features, such as new levels, power-ups, score tracking, difficulty settings, and enhanced level design.  Support will be sought for more complex tasks during stages 2 and 3, depending on the challenges encountered during implementation. |