# Project Overview

The Game Development Project was a capstone project in the Digital Media and IT (DMIT) Program of NAIT for students in the Game Design, Game Programming, and Business Analysis streams.

A business analysis work plan and performance evaluation plan were created prior to the start of the project in January 2019.

Please see the following files for the documentation created for the project:

- Business Analysis Work Plan - FM_BAWorkPlan_display.pdf
- Performance Evaluation Plan - FM_BAPerformanceEvalPlan_display.pdf