

1. Objectives:

Individual:

Ella: I want to become stronger at coding in python, as well as learn to be a good collaborator with my partner.

Muskan: I aim to become more proficient with my coding, learn how to debug the code more efficiently and optimize the code to use the least memory space possible.

Team: Learn how to collaborate together and communicate using tools and software. Integrate our theoretical understanding of coding with our project.

2. Technologies and tools

We will code using pygame which is a unique python interpreter specifically designed to streamline the process of making video games in python which will help us achieve our goals faster

We may also make use of image editors like GIMP as the platform to create our graphics, visuals and animations.

3. Project timeline and key Milestones:

Iteration 3: In iteration 3, we will be defining what exactly we need for the project. After we complete iteration 3, we will be able to start on the early stages of our project, with ideas for the ways we will approach the code.

Iteration 4: For iteration 4, we generate an initial code, ask for feedback from our professor, and implement changes and new code. We also start making the graphics

Iteration 5: Further modify the code and graphics to ensure a working model

Iteration 6: Integrate different parts of the code and debug everything

Iteration 7: Prepare final presentation

