Change Request

Person Requesting Change: Rob Davies Change No.: 5

**Category of Change**

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| --- | --- | --- | --- |
| [  ] Scope | [  ] Quality | [  ] Schedule | [  ] Requirements |
| [  ] Increase  [ x ] Decrease  [  ] Modify | [  ] Increase  [  ] Decrease  [  ] Modify | [ ] Increase  [  ] Decrease  [ ] Modify | [  ] Increase  [  ] Decrease  [  ] Modify |

**Detailed Description of Proposed Change**

We are looking to drop the idea of having armor and weapon upgrades, as well as healing totems (healing regions), healing potions and NPCs so we can focus on the main damage animation and functionality as we are falling behind on schedule due to the lack of our Gamemaker knowledge.

**Justification for Proposed Change**

By dropping these ideas, we will gain morale and steady our focus on figuring out and executing the functionality and animations for the main damage and health tasks on our scope to ensure we do not fall farther behind schedule.

**Documentation Impact**

This will affect the schedule, estimation and scope which will need the removal of these items listed in the change request.

**Risk Assessment**

This may cause our game to feel more bland and less creative and user interactive, but it will reduce the risk of falling behind the schedule as well as properly fulfilling everything that is on the scope document.

**Additional Comments**

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                                                                       Approval