ANSWER THIS: What are the 3-5 things we want the user to know by playing our game?

* Strategies on how to invest smartly
* Have basic knowledge on what a stock is
* Understanding that you are actually investing in a company and understand how external   
  factors and internal factors in the company could affect the price to go up or down

Ponthea, Jack, Jason, Daniel, Gilberto, Jonathan

| **End of Semester Goal(s)** | **Having one playable stock**   * **Only buy and sell 1 stock in the first version of the game** * **A game where the user can do features and options on 1 stock**   Python, pygame? Unity?  2D pixel art  Pepra’s Tips!!!   * Informational tips that will help the user make better decisions as they play the game | |
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| **Week Of** | **Interim Goal(s)** | **Team Member Responsibilities** |
| Sept 12 | Develop Game Plan | * **All members** - research the languages that we can use to write the game in * **Gil, Ponthea, Jason** - Educate ourselves on the stock market basics * Start to plan intro, climax, and endgame   + **Jack** - Intro   + **Gilberto** - Climax   + **Ponthea** - Endgame |
| Sept 19 | Work on deciding the basics of the game | * **Gil, Jason, Jack, Danny**: Speak to professors about whether to use Unity or Python |
| Sept 26 | Detailed story mode - Produce a storyboard of the game with all the panels   * Definition of a stock * How to buy a stock * How to sell a stock * Why use stocks * Game Panels * How to differentiate stocks * Terminology * Quiz element of the game   Chose language we want to write the game in | * **Ponthea:** Work on the slides for the deliverable * **Jason:** Begin educating self on finance * **Gil, Jason, Jack, Danny**: Speak to professors about whether to use Unity or Python   **Deliverable:**  Storyboard of the game |
| Oct 3 | Learn Pygames & educate on finance | * **All members** - Watch video tutorials to learn the functions that we need to use in pygames * **Gil, Ponthea, Jason** - Educate ourselves on the stock market basics |
| Oct 10 | Learn Pygames & educate on finance | * **All members** - Watch video tutorials to learn the functions that we need to use in pygames * **Gil, Ponthea, Jason** - Educate ourselves on the stock market basics |
| Oct 17 | Basic Visuals - See what a user can do on the interface   * Panels and buttons work | * **Jack -** Work on backend * **Danny** - work on quiz element * **Ponthea/Jason/Gil** - Basic visuals (buttons) |
| Oct 24 | Basic Visuals - Import graph visuals into the game | * **All members** - Get data into game format * **Ponthea/Jason/Gil** - Visualize data in game |
| Oct 31 | Make sure the graph works properly - make sure data in graph is being read properly | * **All members**: work on code for the graph   **Deliverable:**  Basic game with working visuals |
| Nov 7 | Make sure the graph works properly - Make sure the graph visuals show up on the screen | * **All members**: test out graph code and make sure there are no bugs |
| Nov 14 | Make sure the graph works properly and add Pepra’s tips - Make graph visuals appealing, audio | * **All team members** - Polish game visuals |
| Nov 21 | **Thanksgiving Break** | **Jonathan** - Turkey Dinner |
| Nov 28 | Test Working Prototype/Bug Fixing | **Ponthea** - Playtest  **Gilberto** - Playtest  **Jack** - Identifying Bugs  **Deliverable:**  Working prototype |
| Dec 5 | Finishing Touches | * **All team members** - Bug fixes |