# Project: LMS

# Lawn Mower Simulator 2018 Project Plan

# Submitted to: George Peck

# Project Manager: Jeff Liu

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Project Overview

Our project is going to be a fun and exciting game. We will simulate a lawn mower. The lawn mower will interact with a 2 dimensional array as the “lawn.” The lawn will have grass to mow and obstacles that cannot be traversed. There will be default maps in which the object is to mow all the grass while using as few steps as possible, and also a “map-creator” mode that allows the user to create their own map.

Project Team

1. Stanley Wang - coding classes/details (functionality)
2. Jeff Liu - GUI
3. Michael Mao - coding flow of the game (engine)

Challenges

* GUI for the game
* Making sure there are no bugs
* Ensuring quality gameplay

# Major Tasks and Schedule

|  |  |  |
| --- | --- | --- |
| Task | When | Responsible |
| Finish design | 5/4/18 | Jeff |
| Finish code | 5/18/18 | Stanley |
| Finish testing | 5/25/18 | Michael |
| Practice/Finish Presentation | 5/31/18 | Jeff |