Design Project Proposal

The names of all the group members (and optionally a group name)

1. Luke
2. Emily
3. Peter

Program name or title

Avoid things

Program objectives and description

Reach the end of the level with the limited vision around character, avoid the enemies and collect points

A timeline with 4 or more “milestone” dates to ensure the project is completed on time. (reserve time for testing!)

1. Draw the maze and characters
2. Controls for main character
3. Making the maze work
4. Enemies
5. Score

List of all members in the group and what each person is responsible for.

1. Peter – Limits of the level + character
2. Emily – Design
3. Luke – Vision + enemies/obstacles

Visuals or diagrams if appropriate. (use the back of this paper if needed)