**Change Log**

**The Flying Mongooses**

**4601 Mid Rivers Mall Dr**

**Cottleville, MO 63376**

**Date**

**7/31/21**

**Standard Change Log Template:**

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| **Change Log** | | | | | | | |
| **Project: Turn-Based Combat Game** | | | | | | **Date: 7/31/21** | |
| **Change No.** | **Change Type** | **Description of Change** | **Requestor** | **Date Submitted** | **Date Approved** | **Status** | **Comments** |
| 1 | Design/Scope | The removal of an additional combat arena | Sam M. | 7/3/21 | 7/3/21 | Approved | No additional combat arenas were added to the game due to time constraints |
| 2 | Design/Scope | Change from using MySQL for the database to Google Firebase | Kaitlyn S. | 7/5/21 | 7/16/21 | Approved | Change made due to cost and time constraints, as well as ease of use for the developers and end user |
| 3 | Design/Scope | Open world environment and related gameplay elements scrapped | Sam M. | 6/7/21 | 6/7/21 | Approved | Open world concept scrapped due to concerns of exceeding the scope of the game design |
| 4 | Design/Scope | Scrapping character customization/multiple characters per player | Kaitlyn S. and Alton S. | 7/10/21 | 7/10/21 | Approved | Scrapped due to technical difficulties for KS and AS developing backend systems |
| 5 | Design/Scope | Removing the requirement for a Google account for player signup | Kaitlyn S | 7/3/21 | 7/10/21 | Approved | The requirement of a Google account to create an account in game scrapped due to technical limitations |
| 6 | Design/Scope | Scrapped the addition of an “endless” game mode | Shane C. | 6/21/21 | 6/21/21 | Approved | Scrapped additional mode due to worries of exceeding development scope |
| 7 | Design/Scope | Scrapped the addition of an online “PvP” mode | Alton S. | 7/31/21 | 7/31/21 | Approved | Unable to get online “PvP” system functional within deadline |

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