**Team Prototype - Game Summary “Skippy’s Gold”**

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**Problem Statement:**

Not enough games test and exercise people’s memory skills.

**Project Goals and Objectives:**

The goal of our project is to create a simple, intuitive, and polished game that stretches the player’s mind and memory.

**Strategy:**

We have a quick iterative production strategy that involves lots of small, frequent tests and meetings to help us to quickly identify where we need to focus our attention. We want each member of our team to have mastery over their task so that they feel motivated to put their best effort into it.

**Requirements:**

The minimum viable product for our game is it needs to have a grid, a line algorithm that leads from point A to B, the ability for the player to select tiles in a set order, and the game must feel completed.

**Stakeholders:**

The main stakeholders to this project are the 5 members who are creating the game and the consumers if we do decide to put the game on a market place. The consumers will want a game that is both polished and functional and is an overall pleasant experience. Another minor stakeholder will be game testers who will report any bugs or problems found in the game.

**Assumptions and Risks:**

Using the Unity Engine conveys risks of learning to use C#, the impact can result in unfinished code at deadlines, it can be mitigated by practicing and studying C#, as well as coaching by the experienced member in our team. An unfinished deliverable at deadline can impact the group with an unsatisfying mark and can be mitigated through strictly following the project schedule as planned. Code readability and structural integrity can impact the group by creating instability in the project’s reliability, this can be mitigated by placing an agreed upon template.

Using a team of 5 to create the project increases the chances of risk in terms of reliability of completion which can impact the group by holding the project process up, this can be mitigated by inspection of the team’s workspace by other members.

**Scope Statement:**

The scope of our game is to have a linear based retrace the line type game that starts at one point and ends at the other. The line will first create itself and then disappear and the user will have to recreate the line. The out-of-scope material includes changing the speed of the line according to the grid size and having a story based game mode instead of an arcade type.

**Deliverables and Success Criteria:**

The end deliverable is a fun to play yet challenging brain game that engages the player. By the end of the first week we want to have a firm understanding of what our game will contain and what it’s all about. At the end of the second week we will hopefully have all our artwork and design completed as well as a simple prototype with basic features. By the end of the third week we will have most features implemented in iterative sprints. By the end of the 4th week we will be incorporating in our finalized artwork, final features, and game testing. On the final week we will resolve all the bugs and present our final product.