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

**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 engaging game that stretches the player’s mind and memory.

**Strategy:**

We have a quick iterative production strategy that involves many frequent tests and meetings to help us 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 involves having a grid, a line algorithm that leads from point A to B, and the ability for the player to select tiles in a set order. Simple art should also be included to portrait the user and settings as well as a consistent design (UI, UX, and code) throughout the application.

**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 Unity3D and complementing it with C# conveys a risk since only one member of the team has previous experience with the engine. This is a medium probably risk with high impact since one member may be forced to implement all the code. The risk can be mitigated by having the group do research, practice through online tutorials, and coaching from the experienced member prior to the implementation stage of the project. Unfinished deliverables at deadlines is another risk with a medium probability and high impact. This can impact the group through low or even failing grades and can be mitigated through detailed checklists and peer-management.

Poor code readability is a risk with a low probability since everyone will be learning together and can have a medium impact on the group. This can be mitigated by establishing an agreed upon code style prior to the implementation stage. Since this is a group of 5 project, complexities in management have a high probability of arising. This would have a medium impact on the group and can be mitigated through peer inspections of teammate’s workspaces throughout the implementation stage to ensure compatibility of scripts.

**Scope Statement:**

The scope of our game is to have a linear based retrace 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.

**Approval:**

The project was generally approved by our audience following our summary presentation. Classmates inquired about how the game works and why we chose the particular theme. Instructors suggested that we aim for a grade higher than what we initially aimed for. They also suggested that we provide a less broad and more specific terms. One example was the word “polished” which could be interpreted differently by different individuals.