Project scope

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Community & UN SDG(s):	Life on Land (SDG 15)
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Project Name	EnviroFormer

Project Deliverables	
[Epic story/High-level deliverable from the WBS is listed here.]	[Work package/user story listed here.] [Describe this work package in as much detail as possible.] **Play game function** A user would need a way to get into the game, which is why the main menu will have options to get you onto the first level [Work package/user story listed here.] [Describe this work package in as much detail as possible.] **Moving Functionality** A user would need to move in order to complete the level, which is why there are 4 directional movement with WASD, including spacebar to jump
[Epic story/High-level deliverable from the WBS is listed here.]	[Work package/user story listed here.] [Describe this work package in as much detail as possible.] **Beating Mobs** The user will be required to defeat mobs or overcome them in order to advance without dying, they can defeat them by jumping onto the mob, or simply jumping past them to advance [Work package/user story listed here.] [Describe this work package in as much detail as possible.] **Coin Functionality** The user will be required to collect coins before advancing to the next level, which is why there will be coins on each level the player will need to overcome obstacles to obtain **Popup function** After completing a level, the user will get a pop up with facts and details about life on land, educating them on how they can change their daily lives, and how people are causing for change right now

Project Exclusions	

Making several levels may not be within the scope of the project, due to the shortage of time we have to develop the game.