**Project Plan (5%) – Due 8pm Monday Week 4**

Before the substantive development of the game can begin, each group will need to submit a project plan, the substantive part of which should not exceed two pages (you can have an appendix with diagrams). If there are any issues, you may be called in for an interview to discuss progress with the lecturer(s). It should include:

* Brief background about the developers (e.g. previous relevant experience)
* An outline of the system to be implemented

What you expect your product to be able to do, in particular, extra features beyond the minimum specifications (if necessary, the client may come back and request that you modify or remove some of your proposed features)

* Provisional schedule (when you expect to do things, interim milestones)
* Foreseen challenges and how you plan to overcome them
* Diagrams (e.g. class diagrams, sequence diagrams), sketches, screenshots, or other pictures that you can include in the appendix to show that you have thought about how the game might be structured (e.g. classes and interfaces) and also how the game might visually look (i.e. graphics).

Brief background:

Sylvain: I know nothing about Java, hooray! [I'll write more later]

Mark:

Outline of the system to be implemented:

[(Brief?) Description of the game and what it's supposed to do]

Features:

[Basic and additional features we want to include]

Provisional schedule:

[When are we releasing what features]

Foreseen challenges:

[Just don't put time or Andrew will rage]

Diagrams and stuff (technically the appendix):

[All the stuff we drew on paper and such] 🡨 Scan and upload or redraw in PP?