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| **Project Title:** Marvel Matching Mania | |
| **Start Date:** 01/01/21 | **End Date:** 04/23/21 |
| **Team Members:** Tyler Prince | |
| **Project Sponsor:** Dr Teko Bekkering | |
| **Customer:** | |
| **Users:**  children, teens, adults, seniors, men, women, other. | |
| **Purpose (Problem or opportunity addressed by the project)**:  Entertainment for the young and old, and ages in between. | |
| **Goals and Objectives**:   * 1. Reads in player name, and keeps some method of scoring (accumulative score as leveled up or throughout game play)   2. Has multiple levels (within limits)   3. Start Menu – Start, quit, select a level, change timer clock (turn off/on)   4. Aesthetic alterations to the GUI and updates to game play | |
| **Financial Information (Cost estimate and budget information)**:  Time. | |
| **Approach:**  Waterfall methodology | |
| **Constraints:**  The number of people working on the project. | |
| **Assumptions:**  The user understands how to play a matching game. | |
| **Success Criteria:**   * Working game * Successful expansion of game play | |
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| **Scope**: Memory Game | |
| **Risks and obstacles to success:**  Procrastination. Distractions. | |
| **Project Priorities and degrees of freedom:**  To have a working game at the end of the projected time frame, with the goals and objectives effectively completed. | |