Proposal Title

Student Name, Student V#

Date

# 1 Proposal

[The idea, detailed, with a plan B. See Rubric]

# 2 Related Work

[Proper related work with proper intext citations leading to proper references in the bibliography. See Rubric. For examples, look at research papers.]

# 3 Plan

[Clearly identify software you think you will need or want to use. Clearly identify what difficulties you foresee. Relate your difficulties to the actual work/methodology. For example, if you decide to use a particular game engine and you do not know it, that is not a legitimate difficulty for this plan. Develop a proper plan with week-by-week milestones, please do not include “learn game engine”. The point is to critically evaluate your idea and break it down into parts you will investigate, develop, and test. Try to include final components like demo development and writing for your final presentation and paper assuming they are due at the very end of the course. See rubric.]

# 4 References

[This is a bibliography. That means you need proper intext citations in sections 1 and 2 which point here. There are many methods, look at Vancouver, APA, MLA, Chicago, IEEE, etc. You need to identify one you wish to work with and then use it consistently and properly.]