**“Trash Bash”**

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# PROJECT PROBLEM STATEMENT

We will educate young children on the importance and value of cleaning up garbage pollution from the ocean through a fun and engaging game.

# CONCISE DESIGN OVERVIEW

*After researching potential technologies you will identify the components of your solution. Develop a prototype or model of what your final solution would look like, providing abstract information about the individual components.*

We will use JavaFX (with the SceneBuilder) and IntelliJ to develop the game.

# SCOPE STATEMENT

SMART goals or objectives would include deliverables. Clarify as necessary what the scope includes and does not include.

Specific, Measurable, Achievable, Relevant, Time-bound

# TIMELINE

Draw a timeline, including milestones to serve as the basis for a work breakdown structure (WBS) and appropriate Gantt or PERT charts. For this class, you can refer to the Work Breakdown Excel Sheet. This can be a table with anticipated tasks listed for each school day of the project. You will submit completed chart(or Record of Tasks) along with your final deliverables.

# TEST PLAN

Describe how you will test your solution. The plan should include testing the whole solution and testing individual components of the solution. Include details such as if you will automate testing or you will manually test with positive and negative test cases.

# RISKS AND CONTINGENCY PLANS

List known and potential risks by estimated probability, with mitigation plans.