

Deliverable - 1

Team - Now this.

Mission - the mission is to build the team management and to divide works in delivering a game that is high in quality and meets the standard of the project required to complete the course work.

Vision - Our vision as a team is to build a game using model driven development using the tools and techniques recommended, required by the professor.

Team:

1. Mudasser Akbar Muneer Ahmed - I hold my bachelors in Computer science and engineering and currently serving as the VP Academic and Advocacy at GSA for the year 2016-2017.
2. Muhammed Usman - I am currently enrolled as a Masters student in software engineering. I am interested in building businesses.
3. Salwa El Ghomari - I hold a bachelors in software engineering and I am currently studying masters in software engineering.
4. Huaqiany Kany - I am a masters student in Electrical engineering and my interests are DBA and doing all programming jobs on PL/SQL.
5. Qi Gao - I am a master student from ECE and I also serve on the Board of Directors at GSA.
6. Andrianos Argyropoulos - I am working as a Telecom engineer during the day and learning software engineering at nights.

Email addresses of the team are in order as above:

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Game description :

The game is a side scroller 2d graphics game where the player controls the character, attempting to fly between obstacles without hitting them. The player on the way also collects tokens to add to his scoring.

The Team Manager will be Mudasser Akbar.