Questions 1, 3 and 4a on PAGE 189

1. The section that I would consider adding to ensure that the TDD can be easily read by a newcomer to the project would be and introduction. This would recap the game concept, its platform/requirements, and other info pertaining to timeline, and potential pitfalls.

Introduction:

Zombies vs. Necrophiliacs is an adventure game wherein you(Zombie) must point-and-click your way through a maze of puzzles, battling your way though the evil Necrophilliacs. This game has been formatted for the PC, and requires the user to have Windows10. Since we are using an existing game engine, we are projecting for the artwork to be completed in 5-7 weeks, and the coding to then be finished 2-3 weeks following the art completion. This should leave us at about 10 weeks before the initial testing to start. After all bug fixes, we plan to launch in 15 weeks- leaving room for any potential pitfalls along the way.