

Complete each section of this project plan completely and professionally. This should be a living document that gets updated as appropriate. You should upload this document to your private channel on Teams so all members have access to it. You should also upload a PDF version to the documents folder in your GitHub repository. Each version you upload to GitHub should have the version number appended to the name of the file.

Section 1 – Product Overview – This should be a more refined version of the original elevator pitch.

Our product is a Google Extension game that uses the webpage you are on as part of the game. The player spawns at the top of the webpage as a guy holding a vacuum, and then platforms on the text and pictures as the webpage slowly scrolls down. **The core gameplay loop of the game is to suck up as much text/pictures as you can as fast as possible while keeping up with the scrolling.** You lose if the webpage scrolls too far down so that you aren't visible anymore. You win if you reach the bottom. Once you reach the bottom, the game calculates your score based on speed and how much you vacuumed. There is also a public leaderboard so you can compete with others. The game will also keep track of your personal high scores.

Ideas Brainstorm

- Public leaderboard
 - Combination of time and score to rank on public leaderboard.
 - Get more points the more you vacuum.
 - Options
 - Leaderboard for all webpages
 - One leaderboard for everything
 - A few leaderboards only for the most popular websites
- Weapons
 - Effective against certain colors
 - Kleenex wipes, mops, spray, etc.
 - Spray AOE
- RGB determines points and powerup
 - Red is ____ (the least common)
 - Green is ____
 - Blue is ____ (the most common)
- Website Campaign Mode
 - Leaderboard
 - Websites to progress on
- Multiplayer
 - Play together with others

- PVP mode
- Shop and coins
 - Use coins to get...
 - Weapons
 - Customize your character
 - Player progression
 - Microtransactions

Section 2 - User Personas: A detailed summary of your main target user groups. How many are there? Niche audience or mass market? What are each one's characteristics (age, lifestyle etc.) and key goals.

The main target group includes bored school students. The extension will primarily be a way to generate fun interactive games from websites that are guaranteed to be unblocked, making sure that students can have fun during breaks without breaking school rules. The students will mostly be in high school and middle school since those are the levels that have access to student computers.

To summarize, we will target students who are a mass market, with roughly 15.1 million high schoolers in the USA. Their typical characteristics are young age and no money, so a game that's free-to-play would be ideal. Their key goal is to cure boredom during class.

Section 3 – User Stories - Short, simple descriptions of a feature told from the user perspective. As a <type of user>, I want <some goal> so that <some reason>. This will become your backlog and your feature list.

As a bored student in class, I want a game with simple controls so that it would be easy for me to learn how to play during class.

As a student trying to kill some time during class, I want a game that is very replayable so that I can play it repeatedly without getting bored.

As a student, I want a game that does not last a long time so that I can finish a round quickly and continue to focus on class.

As a bored student in class, I want a game that is more difficult than whatever I happen to be during in class, something that I must learn myself where I'm not being spoon-fed all the answers, so that I feel a sense of accomplishment.

As a student not in class, I want something fun and addicting, so that I will have a fun game to play during my free time.

As a teen playing games with friends, I want a game that's somewhat challenging and tracks your process so that I can compete with my friends.

Section 4 – Development Tools – Must be something all team members can access at school and agree upon. Must be something where the source code can be tracked with GitHub.

Programming language – JavaScript. We will use Visual Studio to write and check in code for our project.

Section 5 – Minimum Viable Product (MVP) - What is the key minimum feature set that you will need to build to make your product successful.

The Minimum Viable Product will have some way to turn websites into playable instances, will let the player interact with the text and images on a website, and will convert the gameplay to a score or win/loss condition.