**Scope Outline:**

**Description of Project:**

Name: Whack A Hacker

**MVP(Minimum Visible Product) Goals:**

Hackers (moles) must jump up from their respective laptops (holes) at random times

User inputs their name

User’s name is displayed on the screen to say “Hello USER NAME, Welcome to the game!”

User must be able to click on each hacker

When hacker is clicked, user gets a point

Game is timed at 10 – 20 seconds

Timer is shown on the screen

More options of Hackers to Whack (Instructors OR Students)

**Stretch Goals:**

Multiple levels of difficulty available (easy, hard)

When hacker is clicked, the hacker animates, before returning back to its laptop

**Discovery Phase:**

Researched Data

Pseudo Code

Wireframe