1. Shaima
2. Shaima

3. A Version Plan: the number of versions required to implement the game in full, with the scope of each version defined. (Note: although you plan how you would develop 3-4 versions to deliver specific game capabilities here, the rest of this assignment just deals with Version 1).

* Version 1: Base game for one stage - Steve
* Version 2: Create new levels - Shaima
* Version 3: Play Customization – Ben
* Version 4: Game Store (selling character types, badges, stickers, etc.) - Michelle

4. A Cycle Plan overview for Version 1: define the scope and objective for each cycle. Base this plan on a feature-led design strategy, not a functional requirements approach.

Format:

* Cycle #
  + Scope
  + Objective
  + Feature Sets: [insert elaboration of the scoped features]

Version 1: Base game for one stage.

* Cycle 1: Create environment – Shaima
  + User interface
  + Interacting with characters (what is clickable and interacted with)
  + Sabotage capability
  + Character Animation
  + How the player moves
  + Interacting in the environment
* Cycle 2: Game play mechanics - Ben
  + Character Roles
  + Game Chat
  + Player Objectives
* Cycle 3: Creating Account. - Steve
  + Profile
  + Winning Statistics
  + Friend Request
  + Add Friend
* Cycle 4: Host a game. - Michelle
  + Ability to create a public or private game.
  + Add player
  + Reject player
* Cycle 5: Join a game - Michelle
  + Search for public.
  + Search for private game (through code/key)

5. A work breakdown structure for Version 1 of the project – Steve

6. Produce a labor/effort estimate for the whole of Version 1, not just cycle 1. - Ben

7. Produce a Microsoft Project Plan for the project as a whole, including all required Agile Project Framework management activities such as those required for Client Checkpoint tasks. - Michelle

8. Executive summary - TBD