

These are the project decisions/deliverables for Week 1.

- 1) Project management plan for week
  - a) Goal stack
  - b) Tickets
- 2) Choice of learning objective
- 3) Design goals for project
- 4) Game concept described through:
  - a) Use cases
  - b) Paper prototype
- 5) Feasibility analysis including:
  - a) Major requirements
  - b) Analysis of tools/engines that can be used
- 6) Documentation of discussion/decisions/rationale (typically via meeting notes)
- 7) Documentation of work accomplished through:
  - a) Individual work logs
  - b) Closed tickets