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