You should develop a presentation and a document that discusses the following:

1. **Basic Info**: Game Name and Team Name, a visual that depicts the gameplay and genre
2. **Project Team Plan**: Expertise and Roles for each member as well as a discussion of schedules for each team member and how much time and when they will be available to work on this project
3. **Vision statement**: 2 paragraphs
4. **Features of the game (in terms of mechanics)**:
   a. Identify all core and secondary mechanics
   b. Discuss all the core mechanics of the game
   c. Discuss all secondary mechanics of the game
   d. Prioritize the features
   Outline how things changed through the iterations.
5. **Tools used and why?**
6. **Iteration Documentations**
   a. Describe Iteration 1 (with screenshots)
   b. Testing for Iteration 1
      i. Testing plan: what methods will you use (survey, interviews, observations) and why? How will you recruit participants, when are you scheduling the testing, refer to the plan (above).
      ii. Analysis and results
      iii. Discussion of how you took these results to develop the next iteration.
   c. Describe Iteration 2 (with screenshots)
   d. Testing for Iteration 2
      i. Testing plan: what methods will you use (survey, interviews, observations) and why? How will you recruit participants, when are you scheduling the testing, refer to the plan (above).
      ii. Analysis and results
      iii. Discussion of how you took these results to develop the next iteration.
7. **Demo of the project (develop a video to show your game)**
8. **All Code for the project and documentation for how to run it**
9. **Discuss what you learned through the project**

**How to submit**: Submit all code as a zip file and put it in a dropbox for your group.