

[project name]

Created By:

Name 1

Name 2

Name 3

AP Computer Science Capstone Design Document

Underclassmen	Senior
Checkpoint #1 [20] Thursday April 13th	Checkpoint [20] Thursday April 13th
Checkpoint #2 [20] Thursday April 27th	Checkpoint #2 [20] Thursday April 27th
Alpha Test [20] Thursday May 18th	Release [100] Thursday May 18th
Beta Test [20] Thursday June 1st	
Release [100] Thursday June 15th	

Topic	Vocabulary	Keywords & Syntax
Brief Description	Place a description of your project here. It shouldn't be too long - a paragraph or so - enough to get the purpose of your utility or style and theme of your game.	
Language(s)	Any language that is not Processing	
Feature List	Detailed description of features from a USER PERSPECTIVE. Example: <ul style="list-style-type: none">• Six "levels" each with a unique map read from a file• Three terrain tilorest, Mountain, Snow• Four player classes: Fighter, Rogue, Wizard, Cleric• Four spells: Fireball, Lightning Bolt, Web, Time Stop	
Class Outline	Show what classes extend each other. <ul style="list-style-type: none">• Engine• Actor<ul style="list-style-type: none">◦ Player<ul style="list-style-type: none">■ Knight■ Mage■ Rogue◦ Enemy<ul style="list-style-type: none">■ Orc■ Giant■ Hydra• Map• Tile	
Development Plan	<ol style="list-style-type: none">1. Top priority - your hardest or most critical element2. Second priority3. Third	

	<p><CHECKPOINT #1></p> <p>4. Fourth</p> <p><CHECKPOINT #2></p> <p>5. Fifth</p> <p>6. ... and so on ...</p> <p><ALPHA TEST></p> <p>7. Last essential item</p> <p><BETA TEST></p> <p>8. Wishlist #1</p> <p><RELEASE></p> <p>9. Wishlist #2</p> <p>10. Wishlist #3</p>
Game States	<ul style="list-style-type: none">• Title• Gameplay• Pause• Character Info• Victory• Defeat
User Interface & Controls	What does the user interface look like? Mouse Controls? Keyboard? If it's a game, think about ease-of-use.
Other Comments	