# Project Charter

Prepared by: Anthony and Christian: Connect foursome

Date issued: 08/03/2019

Project name: connect foursome

##### Project Scope

#### Project Background

The purpose of this project is to challenge us in the creation of a mobile application using Unity (an extensively used game engine) combined with C# to prepare ourselves for future employment.

The product being created is a turn-based game where two players compete against each other to be the first to connect four disks in a row. In this adaption of the game, users will not only be able to place disks, but also have the option to switch a disk with an adjacent disk instead. Having this new adaption will allow for more interesting and unique gameplay from its predecessor “Connect 4”.

#### Project Goals & Objective

**Goal #1: make a prototype and get an understanding of unity**

|  |  |
| --- | --- |
| Objective 1.1 | Get familiar and learn how to use the unity engine |
| Objective 1.2 | Create a prototype with the basic functions working using a familiar framework (Gamemaker Studio) |
| Objective 1.3 | Sync the project with the cloud so all members off the group can access the latest developed project |
| Objective 1.4 | Create sprites and object (Assets) to use in Unity |

**Goal #2: create a workable demo for mobile**

|  |  |
| --- | --- |
| Objective 1.1 | Create a working user interface |
| Objective 1.2 | Add the all sprites, objects and text to code the game |
| Objective 1.3 | Create sound effects and in game music |
| Objective 1.4 | Intergrade Bluetooth connectivity for local multiplayer |
| Objective 1.5 | Build and create the game to put on a mobile device |

#### Project Business Case

The benefits of undergoing this project be that our group will begin to understand the inner workings of the Unity game engine and better prepare ourselves for future employment. Benefits will also include allowing us to experience firsthand how long each task will roughly take, making us more prepared and well informed for the next time we estimate a project’s duration.

As for the project itself, Connect 4 is an easy to understand game with simple mechanics that can be easily played by almost anyone. With the new adaption of the game, it will allow for a more unique experience, making it an excellent choice for a mobile game.

#### Assumptions

Users will be familiar with both the English language

Users will understand how to use an android device.

Users will understand the basic gameplay mechanics of connect 4.

Users will easily understand how to navigate the UI.

Users will understand how to use Bluetooth on an android device.

#### Methodology / Approach

The approach that will be used for this project will be the SCRUM approach.

#### Team Structure

|  |  |  |
| --- | --- | --- |
| Name | Role | Responsibility |
| Anthony Papageorgiou | Project Manager, Developer | Project management, UI, Music, Game mechanics. |
| Christian Micallef | Developer | UI, Game mechanics, Porting to android. |
|  |  |  |
|  |  |  |

#### Reporting Requirements

|  |  |
| --- | --- |
| **Report** | **Date** |
| Client pitch | 01/03/2019 |
| Prototype analysis | 08/03/2019 |
|  |  |
|  |  |

#### Cost Breakdown

|  |  |  |
| --- | --- | --- |
| **Item** | **Duration** | **Cost ($)** |
| Google Play | life | $25 |
| Apple App Store | Year | $99 |
|  |  |  |
|  |  |  |

#### Deliverables & Milestones

|  |  |  |
| --- | --- | --- |
| **Item** | **Deliverable** | **Date** |
| The Concept | Paper | 01/03/2019 |
| Prototype | Executable prototype | 08/03/2019 |
| Finished Application | Executable Application | 25/10/2019 |
| Unity Project Files | Project Files | 25/10/2019 |

#### Critical Success Factors

Application must work successfully on android 4.0 devices and above.

Application must be visually appealing.

UI should be easy to navigate.

Music should help encourage users become engaged.

#### Scope Statement

Team C-Shark will collaborate with the client to develop a unique adaptation of Connect 4 for android devices.

The android application will feature:

* Title Page.
* Login Page
* Settings Page
* Music (both UI and In-game)
* SFX
* Same Device Play
* Bluetooth Play
* Camera Support

The android game will not feature:

* Inappropriate or offensive content
* Online Play

#### Acknowledgement & Approval

|  |  |
| --- | --- |
| **Project Sponsor** | Name: Dale Van Heer  Signature:  Date: |
| **Project Manager** | Name: Anthony Papageorgiou & Christian Micallef  Signature:  Date: |