

**2015S2-DM2124-PRODUCTION AND PROJECT MANAGEMENT**

**Assignment 02**

**Done By:** Sri Sham Haran S/O R. Raja (155129R)

**Lecturer/Tutor-In-charge:**

Mr. Chris Hong

Mr. Quah Poh Yong

**Assignment 2 (part 1): Project Management Plan**

THIS IS POINT FORM DRAFT. PLEASE ELABORATE APPROPRIATELY

Admission No: 155129R

Name: Sri Sham Haran S/O R Raja

# Project Overview

## Title

* *The title of the project <<<*

Agent vs. Agent

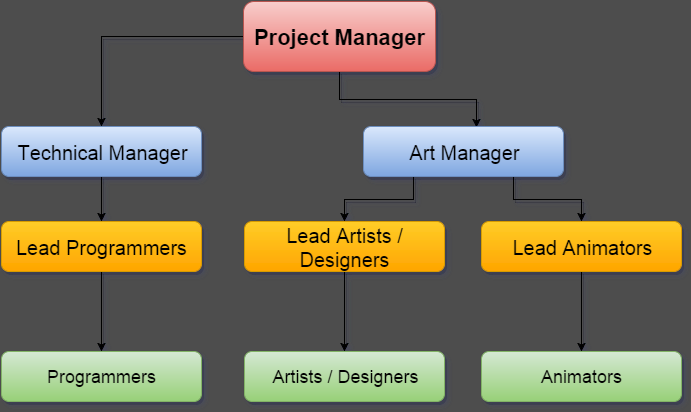
## Overview of the project

* *What is your project? Explain and describe the project. <<<*
* *What do you want to achieve? <<<*
* *Who is your target audience? <<<*
* *Which platform are you developing for? <<<*
* *Are there any specific points with your project?*
  + Develop Agent vs. Agent to be released for iOS and Android devices. Agent vs. Agent is a 3D real time multiplayer game, bomb game. Players play as agents trying to bomb each other and try to win. Bombing safes will allow the player to gain a power-up that will aid them in the game.
  + Agent vs. Agent to be developed, tested and published within 8 months
  + Top 200 in US Charts on Google Playstore and iOS App Store.
  + Target to (10 -18 Year Olds)
  + Achieve a unique game whilst innovating from existing concepts. Provide a different gaming experience to target audience.

# Team

## Team structure <<CFM with CH

* *How are you going to build a team?*
* *What will be your team structure*



|  |  |
| --- | --- |
| **Role** | **Quantity** |
| Project Manager | 1 |
| Technical Manager | 2 |
| Art Manager | 2 |
| Lead Programmers | 2 |
| Lead Artists/Designers | 2 |
| Lead Animators | 1 |
| Programmers | 6 |
| Artists / Designers | 5 |
| Animators | 5 |

## Team efficiency

* *The plan for build up the efficient team*
* *How can you keep your team in stable?*
* *What will be the challenge and risk for the team management? <<cfm with CH*

Requirements set for Team:

* + Every member is to practice effective communication
  + Every member is to get a good understanding of their roles & responsibilities as well as the goals and Objectives of the project.
  + Members should remain positive and committed and refrain from conflict or tension with other co-workers
  + Members should feel free to communicate with co-workers and management
  + Mutual respect within Team is expected to be practiced by all members
  + Management is to establish authority clearly whilst not undermining members under their lead.

Challenges and risks:

* + Hard to relay change of scope(if any) to entire team
  + Possible deprivation of resources
  + Absence or lack of a properly detailed contingency plan

# System Preparation

* *What kind of system do you need for your development process?*
* *Is there any maintenance issue?<<cfm with CH*
  + Game Engine : Unity5
  + Modeling Software: Autodesk software(Maya, SoftImage, Motionbuilder)
  + Issue & Project Tracking : JIRA Software
  + Collaboration Programs: GitHub & SmartGit
  + Others: Photoshop, Illustrator, Visual Studio

Possible Issues:

* + JIRA boards and may not be updated consistently
  + File collaborations are likely to face many conflicts that may require manual resolution

# Agile Management Plan

* *The structure of your agile team << cfm with CH.*
* *Agile management Plan*
  + *The length of the each iteration*
  + *How to manage scrum daily meeting, review and preview meeting.*

# Remarks

* *This part is optional for the assignment. If you want to make more note and details you can add any remarks here.*