

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

**Assignment 02**

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

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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.
  + 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

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

## 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?*

# System Preparation

* *What kind of system do you need for your development process?*
* *Is there any maintenance issue?*

# Agile Management Plan

* *The structure of your agile team.*
* *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.*