

PROJECT PLAN AND STUDY DIARY

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G22 – Yet Another Group

Yet Another Game (YAG)

TUT – Pervasive Computing – TIE-21106 Software Engineering Methodology

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Revision History

Revision	Date	Author(s)	Description
1.0	28.01.2014	Marko L.	Initial version
1.1	11.02.2014	Marko L.	Deleted finnish text
1.2	18.01.2015	Tensu	Sections 1.4.x, cosmetic tuning
1.3	26.1.2015	Marko L.	Final toucher
1.4	16.01.2017	Kari S.	Adaptation for 2017 needs
1.5	25.01.2015	Daniel B.	Initial Shared document.
1.6	29.01.2015	Alex K.	Expand on risks.
1.7	29.01.2015	Chen	Process description

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1 Project Resources

This chapter holds the project resources.

1.1 Personnel

- **Milla MÄKINEN** <milla.makinen@student.tut.fi>
Scrum Master, programmer and totally an artist. Industrial engineer, programmer at heart. Some five years of game dev experience mainly in C++ and Javascript. Specializes in having no life.
- **Mengyang CHEN** <mengyang.chen@student.tut.fi>
Coder familiar with Javascript and C++, interested in web programming and game programming.
- **Daniel BEREZVAI** <daniel.berezvai@student.tut.fi> <http://3ice.hu/>
Product Owner, game modder (Warcraft 3),
- **Alexandre KIRSZENBERG** <alexandre.kirszenberg@student.tut.fi>
Programmer with previous experience as a Frontend Software Engineer. Interested in Software Development.

1.2 Process description

The goal of our project is to make an interesting game, and pass the course get the credits. To measure the success of the project, we will see whether the stories are fulfilled at the end.

Basically we are going to use Whatsapp for discussion with each other and allocate the works evenly to everyone in the team, and use email to inform some general information to everyone in the team.

To ensure the success of the project, one will inform other team members when facing some really tough tasks, so coding nights or jams will be held to solve the task together.

1.3 Tools and technology

The tools used in this project are listed in Table 2. Most of them are not affected by versioning as everyone is automatically updated to the latest version. If version difference issues arise, the contact person will decide which version everyone in the team will use.

Table 2: Tools used in the project

Purpose	Tool	Contact Person	Version
Documentation	\LaTeX https://www.latex-project.org/		–
Communication	WhatsApp http://www.whatsapp.com	M.M.	–
	Skype http://www.skype.org	M.C.	–
Version management	GitLab http://rd.gitlab.tut.fi Accessible through the course selection or https://gitlab.rd.tut.fi/sweng-2017/g22—yet-another-group	M.M	–
Agile Management	AgileFant https://app.agilefant.com		–

2 Study Diary

2.1 Sprint 1

2.1.1 What went well

2.1.2 What difficulties we had

2.1.3 What were the main learnings

2.1.4 What we decided to change for the next sprint

3 Risk Management Plan

Table 3: Project risks

Risk ID	Description	Probability	Impact
P1	Short term absence	3	1
P2	Long term absence	2	1
P3	Someone drops out	2	2
T1	Someone force-pushes to Gitlab	2	1
T2	Processing turns out to be a very bad choice	1	3
C1	Customer changes requirements	3	2
M1	Divide between management and personnel	1	3

3.1 Personnel risks

3.1.1 Risk P1: short term absence of one person

Root cause: A member will be absent for several days.

Importance: Little importance, one of us can manage the project on their own anyway.

Avoidance: It would still be nice to warn the project members so that we don't rely on the concerned person to do any work.

Response: Someone else takes responsibility for the person's work.

3.1.2 Risk P2: long term absence of one person

Root cause: A member will be absent for several weeks.

Importance: Similarly to a short term absence, we can manage without one person for a prolonged period of time.

Avoidance: A warning will do.

Response: Someone else takes responsibility for the person's work.

3.1.3 Risk P3: someone drops out

- Root cause:** A member drops out of the course
Importance: This is slightly more impactful than a prolonged absence.
Response: We will have to reorganize the project around the three or fewer remaining members.

3.2 Technology risks

3.2.1 Risk T1: someone force-pushes to Gitlab

- Root cause:** Lack of knowledge in the technology brings someone to erase all progress on Gitlab.
Importance: Little importance, other members will have a copy of the project's history.
Response: Find out whoever has the most recent copy and push again.

3.2.2 Risk T2: Processing turns out to be a very bad choice

- Root cause:** As we iterate over the project, we realise Processing will severely hinder our progress moving forward.
Importance: Extremely unlikely given our constraints.

3.3 Customer risks

3.3.1 Risk C1: customer changes requirements

- Root cause:** The customer changes their mind on a part of the project.
Importance: Will depend on the size of the change.
Response: Create or modify user stories, rework and refactor the concerned parts of the project.

3.4 Management risks

3.4.1 Risk M1: divide between management and personnel

- Root cause:** The management and the personnel do not see eye-to-eye.
Importance: Very unlikely considering the management and the personnel are one and the same on this project.