Drawdiculous

Release Plan

Version: 1.0

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APPROVALS

Submitting Organization's Approving Authority:

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CMS' Approving Authority:

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REVISION HISTORY

Version	Date	Organization/Point of Contact	Description of Changes
1.0	10/27/21	Drawdiculous/Renganathan Ramasamy	Baseline Version

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1. INTRODUCTION

The release plan will elaborate on the features of Drawdiculous. This document will be updated with information on future released versions, together with it's release date. In a fast growing market and the changes of gamer's preferences, it is inevitable that changes would need to be made to modify and update the system. There is also a need to take in feedback from both clients and end-users to decide on an appropriate and balanced game platform. The intended audience for this document is the project manager, the project team member, the client and the end user.

2. REFERENCED DOCUMENTS

Table 1: Referenced Documents

Document Name	Document Number	Issuance Date
Project Proposal	1.0	8 September 2021
System Requirement Specification	1.0	22 September 2021
Risk Management Plan	1.0	13 October 2021
Project Plan	1.0	13 October 2021
Design Report on Software Maintainability		
Configuration Management Plan		
Change Management Plan		

3. OVERVIEW

Drawdiculous is a drawing application game where players could draw on the screen of their imagination of the past artifacts or events. The other players would then guess the past events or artifacts and points would be given based on the speeds of their correct guess answer.

Drawdiculous will be implemented through android applications of API 25. Players could create their own rooms or play in an open environment with their friends. Multiple languages are available best suited to their language preferences.

4. ASSUMPTIONS, CONSTRAINTS, RISKS

4.1. Assumptions

4.1.1. Number of Players

There should have been a certain number of players already downloaded and installed the game. It could be a clique of long-time friends or strangers coming together to play the game. To ensure that players would know the basics of the game, a tutorial mode will be installed for the users to watch a step-by-step on their first launch initialization of the application.

4.1.2. Development

All members of the development team should know their responsibility and do not have issues working individually and independently on their respective assigned tasks. Team members are experienced, reliable, and fully committed to finishing the project timely. The scope and design requirements are final and there should be no changes made to the core system functionality. There will be no amendment made to the team structure throughout the entire project. Any major flaws that are discovered during the development process should be made known to all team members. Any updates to the system requirement should be discussed with the team members before proceeding. The Project Manager will make the final decision after consulting with different parties.

4.1.3. Management

The team members will be following the Iterative and Incremental framework where deliverables are done as a continuous process. The Project Manager should be efficient in managing the team and is able to check the deliverables for any room of improvements. The task should be split into smaller subtasks, if possible, and divided evenly among the team members based on their area of expertise. All the team members need to be responsible, completing their assigned task and also providing valid suggestions to improve on it. Team members should also voice out any concern they had during the weekly meeting so that the teams could formulate new solutions to the concern of the problem. Each individual team member must be able to adapt to changes quickly and changes could occur frequently throughout the project development.

4.1.4. Budget

The overall budget which includes personnel, equipment, and technologies costs will not change throughout the project. The final project budget has gone through comprehensive analysis and calculation before deriving the total cost. Therefore, there should not be a large sudden cut or additional costs beyond the budget.

4.1.5. Schedule

The project will be following the schedule shown in the Gantt Chart from the project proposal. It is expected that the project progression should follow closely to the schedule and there should not be any major delays. The project will be completed within the stimulated schedule with no extension of deadline.

4.2. Constraints

4.2.1. Manpower

There is a tight manpower constraint in the project team as there are only 6 people available to carry out the whole project cycle, namely planning, design, implementation, testing and deployment of the Drawdiculous application. The current project does not have the option to have extra personnel that could assist in different roles. As such, members are expected to be flexible and could be cross deployed in many different roles as required. As a consequence, each member is expected to be experienced in many fields and there should not be any room for error of the respective significant tasks. In the situation when someone in the team fails to do their parts, this could greatly affect the progression of the entire project.

4.2.2. Development

The cross deployment of the various tasks done by each team member might restrict the development process despite being experienced in it. This would mean that the developer of a certain portion might not be too familiar with the coding practices and optimization of the other team members and hence repeated cycles of coding protocols and practices will be refined overtime. This could have a negative implication on the overall performance and more time would be required to fine tune the respective codes to make it

work. Bugs or flaws that are left undetected due to lack of quality control would cause reliability issues.

4.2.3. Management

There can be frequent changes occurring over a period of time due to the nature of this strategy. As such, we would also apply the kaizen method where we identify problems or requirements based on client's feedback, modify the solutions and test the solution before repeating the whole cycle to ensure that the solution is working. This could potentially result in the team having to spend more time revising than progressing during implementation.

4.2.4. Budget

There must not be any additional resources or costs required throughout the project. The project team should manage their resources wisely and work within the project budget. The main Project Manager must monitor the expenditure closely to ensure no overspending.

4.2.5. Schedule

The project milestones and schedule should be fixed at the start of the project. The project team would need to keep track of their progress using the Gantt Chart. There must be strictly no extension of deadline deliverables. Therefore, there should be a countermeasure put in place in the event of any sudden complications.

4.3. Risks

The risk management list consists of the top risks identified. Refer to the Project Plans for more details of the risks identified.

5. RELEASE APPROACH

5.1. Rationale

The project team follows the Agile SDLC methodology as the framework. This approach consists of incremental iterations of design, development and testing before releasing versions that receive approval from stakeholders. The first baseline (Released Version 1.0.0) will include all main functionality or features that are mentioned in the Software Requirement Specification (SRS) and the release plan. Any minor or major future updates to the content will be identified and notified to the relevant parties through this release plan. The release schedule will be updated to inform any details regarding new feature implementation, bug fixing or modify the requirement.

5.2. Release Strategy

Since the project team is following the Agile release strategy the release method would be based on batching iteration. The team will release information in a short cycle and make adaptations to regular changes along the way. This method allows for quick amendment and progression based on any immediate feedback from users or clients.

The project team will be preparing for phased releases, the release will be broken down into smaller tasks and phases. This will consist of dividing the task into several independent small tasks before combining them to complete the implementation. The strategy the team employs is the phased rollout strategy where the issue can be tackled immediately in each phase. This strategy allows for flexible and fast troubleshooting since the problem can be identified early.

A release can be classified into 2 categories, major release and minor release. Major release involving the changes to include several modifications to requirements and significant changes to the features. Minor release involving changes to improve user experience such as game optimization or bug fixing.

Due to this release strategy, major releases are not as prominent since frequent small releases are expected. Major releases can only be anticipated when an overhaul changes to the requirement is brought out. Minor releases will be expected frequently as bugs or optimization would be done frequently.

5.2.1. Release Content

The planned release content for the first few phrases for Drawdiculous is organized in table 2 as shown below.

Table 2: Release Content

Category	Version	Description
Major	1.0.0	• Baseline version

5.2.2. Release Schedule

The first baseline version release (1.0.0) will be released on 28 October 2021 based on the Gantt chart timeline date of releases.

5.2.3. Release Impacts

The impacts of every release will go through review and data analysis to identify trends and problems. The team will make use of all the data and feedback from all relevant stakeholders of the project to determine the objective and goal for the next release. The damage control and prevention process will be supervised by the Project Manager and conducted by the Quality Assurance Manager to ensure minimal disturbance to the project.

5.2.4. Release Notification

The individual stakeholders will be notified of any impending release of each new version. Table 3 below outlines each of the respective stakeholder and their notification details.

Table 3: Release Notification

Stakeholder	Notification Method	Timeframe for receipt of information
Users	In game notification to update. Prompt users to the app store to download the update	Upon version release and on app launch
Team Members	Online meeting – detailed information of the changes and implementation	After confirmation
Executive Committee	Online meeting and emails – Overview of the changes and implementation	3 days prior to release
Clients	Meeting and emails – Overview of the changes and implementation and documentation	5 days prior to release.