**1)Project’s business case - what problem will this activity solve, or what opportunity will it exploit?**

The game would simultaneously fit in a niche of text-based dungeon-crawl RPG’s and also benefit from the ever-rising success of the new books from Wizards of the Coast, on which the core mechanics and general atmosphere is heavily based. Because the culture around TTRPG’s is incredibly nerdy, we expect that those, who like them also are interested in the game industry, making our project likely to succeed.

2) **Project’s goals - what exactly do we want to achieve in this project. The goals should be measurable and possible to verify.**

Score 4 or higher rating points and reach 10 000 downloads on play store.

3) **Criteria for success - a list of the project’s goals, which have to be achieved in order for the project to be considered a success. Not all of the project’s goals have to belong here. Sometimes the criteria for success may be less ambitious than the project goal (e.g. the goal of taking part in a course may be getting a very good grade, but a passing grade will also be a success).**

1. Develop stable working product.

2. Successfully publish Dice of Doom in play market.

3. Find an advertiser for our app.

4) **Assumptions - assumptions, under which we will start the project (e.g. we’ll start to work on a next gen console game with the assumption, that we’ll be able to get devkits for this console).**

We will receive a license for our app in play market.

5) **Risks - the main risks the project will have to face.**

Lack of funds to buy a play store license.  
Lack of knowledge to finish the application.

Our application will not be noticed.

6) **Main tasks to be completed - what you’ll have to do in order to successfully complete the project.**

1. Develop tech part of Dice of Doom.

2. Design a visual part of an application.

3. Record basic voices for character classes.

4. Successfully complete final test stage.

5. Advertise Dice of Doom on its niche(TTRPG).

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