Phoenix Force: Fight for the Future

Project Management Final project by:

Charles Kanakan

Project Name: Phoenix Force: Fight for the future

Company: Shock-Ware

1.1 Company Description

Company Description: Shock-Ware is a video game company located in Pasadena, California. It creates games for the platforms: PlayStation 4, Nintendo Switch, Xbox One and PC.

1.2 Project Charter

This section is used at the beginning of a project to determine what the budget is going to be for the project, and is used to understand what the objectives of the project are.

Project Title: Phoenix Force: Fight for the future

Project Start Date: 2/20/19   **Projected Finish Date:** 5/23/20

Budget Information: 90 million dollars

Project Manager: Charles Kanakan, 555-155-5555

Project Objectives: The objective is to create a multi-platform game for the current generation of consoles.

Main Project Success Criteria: The project will be completed, when video game meets our standards of quality. In terms of gameplay, polish, and sound engineering.

Approach: The responsibility will be divided up between several people. They will be

Roles and Responsibilities

Role	Name	Contact Information
Director	**Lucas Wright**	**551-111-2353**
Producer	**Mario Blue**	**771-111-1321**
Writer	**Ken Shogin**	**902-124-1568**
Composer	**Charlie Nash**	**221-561-1124**

Programmer	Chun Li	**339-321-1243**

Sign-off: (Signatures of all above stakeholders. Can sign by their names in table above.)

Comments: (Handwritten or typed comments from above stakeholders, if applicable)

2.1
The Power Grid shows the people connected to the project and what their roles are within the project itself.

2.2 Stakeholder Register for Phoenix Force: Fight for the future

Prepared by: Charles Kanakan   **Date: 12/13/18**

Name	Position	Project Role	Contact Information
Terra Branford	CEO	Project Sponsor	tbrans@yahoo.com
Zidane Tribal	CFO	Senior Manager	TribalZI@AOL.COM
Billy Babson	Software Man-ager	Manager	BabsonBIL@gmail.com

High

Low Interest/ High Power. **Keep Satisfied**	High interest/ High Power **Manage Closely**
Low Interest/ Low Power **Monitor**	High Interest/ Low Power **Keep Informed**

Power

Low

Low   Interest   High

3.1

The Plan Scope is used to further understand how things function with one another and the roles each job plays in the project

3.2 Plan Scope Management

Description: This section is used to determine the jobs for the project.

Director - Decides what kind of game it is going to be

Producer - Choses the employees to work on the project

Writer - The writer of the game's story and scenarios that transpire.

Composer - Writes the music of the game

Programmer - They are the person who programs the game.

4.1

 The Project Matrix is used to decide what the necessary components of the project are and the stages that these requirements are at.

4.2 Requirements Matrix for Phoenix Force: Fight for the Future

Requirement No.	Name	Category	Source	Status
R01	Ten new desk-top computers	Hardware	Hardware Store	The Hardware has been acquired.
R02	The gaming language	Software	Dragon Enter-tainment	The software has been downloaded to all computers.

Prepared by: Charles Kanakan **Date: 12/13/18**

5.1 The Project Scope Statement tells the justification of the project and characteristics of it.

5.2 Scope Statement (Version xx)

Project Title: Phoenix Force: Fight for the Future **Date: 2/20/19**　　　　　**Prepared by:** Charles Kanakan
Project Justification: We need to create a multi-platform game. In order to reach a larger audience.   .
Product Characteristics and Requirements: 1. Computers 2. Game programming languages

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Summary of Project Deliverables

Project management-related deliverables: business case, charter, team contract, scope statement, WBS, schedule, cost baseline, status reports, final project presentation, final project report, lessons-learned report, and any other documents required to manage the project.

Product-related deliverables: research reports, design documents, software code, hardware, etc.

   1.   Computers

   2. Programming language

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Project Success Criteria:

When the project meets our level of standard. We will release the game to the public.

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6.1 This section outlines the way project need to be handled.

6.2 Work Breakdown Structure Template for Phoenix Force: Fight for the Future

Prepared by: Charles Kanakan   **Date:** 12/13/18

1. Creating the outline of the game
   1.1 Story and Gameplay

   - What type of game is it?

   - What is the story of the game?

   - What are the mechanics?

   1.2 Level Design

   - How will the levels be designed?

2. Polish

- Are there any programming errors?

- Is the game fun to play?

- Can we finish the game on time?

- Refine the game.

7.1

The Plan Stakeholder statement discusses what needs to be done in order to please the people who have invested in the project.

7.2. Plan Stakeholder Management

The Stalker Management is essential to the project. The reason being that everyone involved with the project must be kept informed. In order to know what needs to be done. So everything can be done in a reasonable time frame.

8.1. Reference

Schwalbe, Kathy. *Information Technology Project Management*. 8th ed. Cambridge, Ma.: Course Technology, 2016. Print.