**Project Plan**

**Clashbots NFT**

**Semester 6 Individual Project**

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| --- | --- |
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**Distribution**

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# 2.Project assignment

## 2.1 Context

The 6th semester of the ICT & Software Engineering course at Fontys is focussed on enterprise software. This document will define project goals, how the tasks and goals will be handled, what technology and resources will be needed, and what strategy will be used in regards of planning.

## 2.2 Goal of the project

As shown in the canvas course for this semester: “*The goal of the individual project is to practice your software development skills and to demonstrate that you are capable of creating enterprise software on your own*.”

The project should have enough complexity and communications/dataflow.

## 2.3 Scope

|  |  |
| --- | --- |
| **Inside Scope** | **Outside Scope** |
| Functional smart contract | Deploy on mainnet |
| Functional minting dapp | Full completion of project |
| Functional information website |  |
| Functional social website |  |
| Functional game dapp |  |
| Deploy on Rinkeby |  |

## 2.4 Strategy

The main strategy for this project will be the agile approach called Scrum. The project will be divided into smaller iterations called sprints. Each sprint will have a duration of three weeks. At the end of each sprint, I will have a meeting with my individual project teachers. In these meetings I will show what I have been working on and what my plan is for the next sprint. In these meetings I will also ask for feedback that I can use.

## 2.5 Research questions and methodology

This project is focussed on NFTs, which are part of the blockchain. The blockchain is a relatively new concept, which means that research is necessary before diving headfirst into the project. For this, an emerging trends research document will be created with the main question:

**How can an NFT project increase its holders interactivity by adding a game element?**

To answer this main question, smaller questions have been made:

- What is the blockchain?

- What is an Non Fungible Token (NFT)?

- What are smart contracts?

- What is important for creating and managing an NFT project?

- What blockchain is most suitable for a game oriented NFT project?

- What type of game are most suitable with using NFTs?

## 2.6 End products

### 2.6.A Documentation

**A.1 Project Plan**

Document with all the important information.

**A.2 Research Reports**

Report with all the research done.

**A.3 Requirements Document**

Document with all the requirements and user stories.

**A.4 C4 Diagrams**

C4 Diagrams of the project.

### 2.6.B Application

**B.1 Information website**

Website with general information about the NFT project

**B.2 Smart-contract**

Smart contract for the NFT.

**B.3 Minting dapp**

Dapp for minting the NFT.

**B.4 Social website**

Website where holders can post and message.

**B.5 Game website**

Website for playing the game with the NFT.

## 2.7 Risks

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Assignment is too complex/large for the time frame | Clearly scope out the project. | Choose tasks to prioritize and drop less important tasks. |

# 4.Time plan

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort (days)** | **Start date** | **End date** |
| Sprint 0 | 3 | 14-02-2022 | 27-02-2022 |
| Sprint 1 | 4.5 – 7.5 | 28-02-2022 | 20-03-2022 |
| Sprint 2 | 4.5 – 7.5 | 21-03-2022 | 10-04-2022 |
| Sprint 3 | 4.5 – 7.5 | 11-04-2022 | 01-05-2022 |
| Sprint 4 | 4.5 – 7.5 | 02-05-2022 | 29-05-2022 |
| Sprint 5 | 4.5 – 7.5 | 29-05-2022 | 19-06-2022 |

**Sprint 0**

This sprint will be mainly used for brainstorming and creating an idea for the project. The newly created ideas are pitched to the teachers who give feedback on the ideas. The selected idea that comes out of this gets worked out further.

**Sprint 1**

This sprint will be used for further defining and planning out the project. The emerging trends research and C4 diagrams be started.

**Sprint 2**

Before being able to create the social and game application, the NFT has to be deployed. For this reason, this sprint will be dedicated on deploying the NFT. A smart contract and a minting dapp will be created in this sprint.

**Sprint 3**

In this sprint, a simple social website will be created for the newly created NFT. This website will allow the holders of the NFT to share posts and message eachother.

**Sprint 4**

In this sprint, the game aspect of the project will be created.

**Sprint 5**

This sprint will be used for finalizing the project. At this point, most of the main functionality should be done. If there is any time over, it can be spent on the final touches or creating a breeding functionality.