**Mini Glory
Software Development Plan (Small Project)**
Version <1.0>

Revision History

Date	Version	Description	Author
28/10/2022	0.1	Add section 4.2, 4.3	Liêu Gia Hạo
11/11/2022	0.2	Add section 1, 2, 3	Huỳnh Tuấn Duy
12/11/2022	1.0	Finalize the document	Liêu Gia Hạo

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Software Development Plan (Small Project)

1. Introduction

1.1 Purpose

The purpose of the *Software Development Plan* is to gather all information necessary to control the project. It describes the approach to the development of the software and is the top-level plan generated and used by the manager to direct the development effort.

The following people use the *Software Development Plan*:

- The **project manager** uses it to plan the project schedule and resource needs, and to track progress in the schedule.
- **Project team members** use it to understand what they needed to, and what other activities they are dependent upon.

1.2 Scope

This *Software Development Plan* describes the plan to be used by the Mini Glory project, including deployment of the product. The details of the individual iterations will be described in the Iteration Plans. The plans as outlined in this document are based upon the product requirements as defined in the *Vision Document*.

1.3 Overview

This *Software Development Plan* contains the following information:

Project Overview — provides a description of the project's purpose, scope, and objectives. It also defines the deliverables that the project is expected to deliver.

Project Organization — describes the organizational structure of the project team.

2. Project Overview

2.1 Project Purpose, Scope, and Objectives

This project will build a game called Mini Glory. This game is quite like chess, but it will be improved with a few details. The purpose of this game project is to create a new thinking and strategy for players with chess.

2.2 Assumptions and Constraints

The project must be completed by the 9th week of the term.

2.3 Project Deliverables

The following deliverable will be produced during the project:

- All version of Mini Glory
- Progress Report
- All required text documents for project
- Video demo

3. Project Organization

3.1 Organizational Structure

The project team will be organized as follows:

3.2 Roles and Responsibilities

The following table shows the roles represented in the project diagram above and their primary responsibilities.

Person	Role
Gia Hao, Manager-BA	Responsible for managing the project, analyzing project requirements, planning/scheduling activities, designing the assets, joining code.
Trung Tin, Developer-Tester	Responsible for building game UI, joining code and testing the game.
Tuan Duy, Developer-Tester	Responsible for coding and testing the project, implementing some function requirements,
The An, Developer-Tester	Responsible for testing the project, joining code in project.

4. Management Process

4.1 Project Estimates

4.2 Project Plan

4.2.1 Phase Plan

4.2.1.1 Projects Phases

Phases	Number of Iteration	Start	End
Inception Phase	1	Week 1	Week 2
Elaboration Phase	1	Week 3	Week 4
Construction Phase	3	Week 5	Week 9

4.2.1.2 Milestones

Phases	Milestone
Inception Phase	The team will have meetings and converse about the requirements of the project as well as the tools utilized to implement project's features and milestone. Moreover, the team will converse about the projects plan and expectation of the project while documentations, tutorials and self-taught reference will be compiled for future usage. At the end of the phase, the team will produce the Project Proposal and respective roles of each member within the team.
Elaboration Phase	At the start of this phase, the team will analyze and produce a detailed plan for the project, milestones, future releases, …Upon completion of this milestone, the group will come up with the design suitable for the project's plan with the vision of the project completion path.
Construction Phase	The beginning of the phase will be developing the project and analyzing any cases that come up during the implementation. Furthermore, the testing plan will be strategized for future testing. This phase will end when the project is finished its development stage and testing plan have been put into operation.

4.2.2 Iteration Objectives

| Phase	Iteration	Description	Associated Milestone	Risk Addressed
Inception	Preliminary Iteration	Create proposal, tools list, project plan, roles within group.	Overall Game Review	Compile tutorials and references for self-taught Familiarize team with tools and requirements Role and responsibilities of individual
Elaboration Phase	Detailed Project Planning	Finished analyzed and compiling requirements. Delegate duties. Come up with detailed plan and project vision.	Detailed Planning	Suitable roadmap for everyone's schedule Virtual workspace difficulties addressed
Construction Phase	Basic Chess Component	Implement the basic components of chess, chess pieces, hero pieces and board for the project.	Demo	Chess piece movement, models, chessboard are implemented in the build Testing chess piece

				interaction
	Playable Release	Develop chess side control, basic chess UI, multiplayer, game progression.	Playable Teaser	Game's gameplay component should all be finished Game could be play normally
	Beautify Project	Adding music, sound FX, surrounding scenery, lighting objects	Playable Teaser	Music and sound FX are copy-righted-free The quality of the game should be high

4.2.3 Releases

With the current plan, there will be 3 main releases planned for the whole duration of the project.

4.2.4 Project Schedule
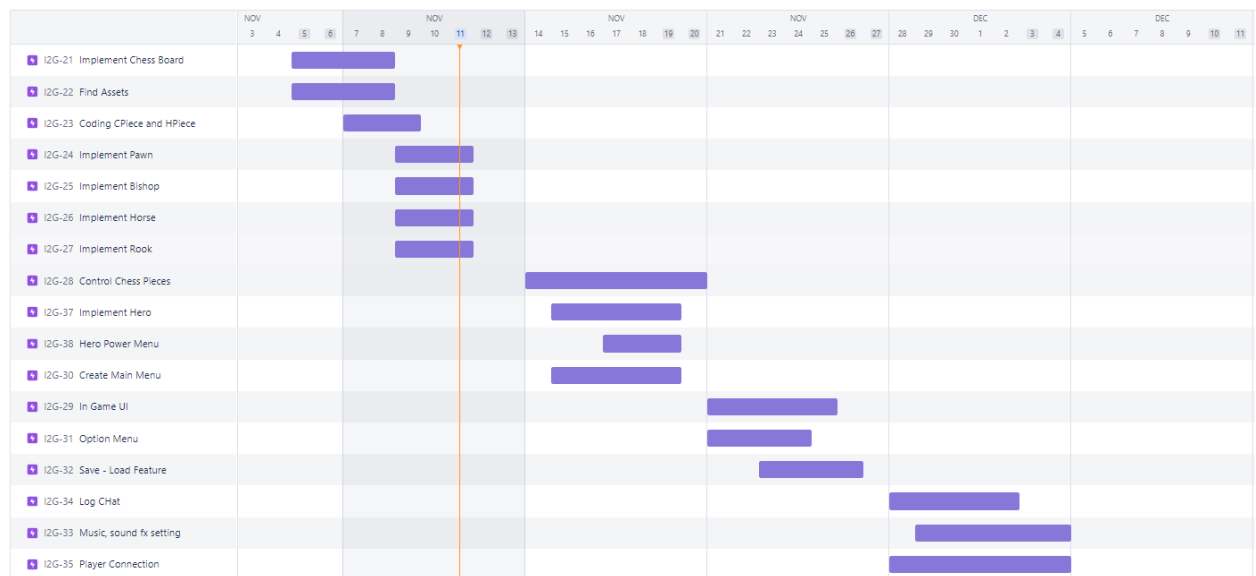
4.2.5 Project Resourcing

1. Staffing Plan

   Reference section 3.2 for more information

2. Resource Acquisition Plan

   The tools are all online and free, namely Unity, Github, … Assets for game are also free on the Unity Store

3. Training Plan

   The members of the group are well acquainted with the tools used in the project. However, if the further tutorials and references are required, there will be a Google Drive folder containing the material necessary to satisfy the demand.

4.3 Project Monitoring and Control

4.3.1 Requirements Management

The requirements for this game are captured in the Vision document. Requested changes to requirements are captured in Change Requests and are approved as part of the Configuration Management process.

4.3.2 Reporting and Measurement

4.3.3 Risk Management

Risks will be identified in Inception Phase using the steps identified in the RUP for Small Projects activity "Identify and Assess Risks". Project risk is evaluated at least once per iteration and documented in this table. The risks of the greatest magnitude are listed first in the table.

Risk Ranking (High, Medium, Low)	Risk Description and Impact	Mitigation Strategy and/or Contingency Plan
High	Unfamiliar with tools and applications	An offline meeting and go through each function, method, and solution with all group members. Further confusions can be addressed and solve within the group text message or in a one-on-one meeting with the manager.
Medium	Inexperience with tools and application can slow down initial process	Assign a 2nd person to assist with the problem. If still not able to complete the task smoothly, the deadline will be extended, other nonrelated tasks will be prioritized
Low	Computer/Laptop not powerful enough for game rendering	Member can go to an Internet Café for studying purpose, the fund of which will be divided equally between team members providing the bill and the work evidence for the section

4.3.4 Configuration Management

Appropriate tools will be selected which provide a database of Change Requests and a controlled versioned repository of project artifacts.

All source code, test scripts, and data files are included in baselines. Documentation related to the source code is also included in the baseline, such as design documentation. All customer deliverable artifacts are included in the final baseline of the iteration, including executables.