

CALIFORNIA STATE UNIVERSITY, LONG BEACH
Computer Science and Computer Engineering Department



CECS 343: Introduction to Software Engineering

Spring 2017

Development Timeline of Illuminati: The Game of Conspiracy

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Project Timeline of Illuminati: The Game of Conspiracy

Phase I: Ideas and Concept

Expected Dates: February 13th, 2017 - February 20th, 2017

- This phase involves discussion and planning among team members on the distribution, functionality, and platform of Illuminati.
 - Topics include but are not limited to
 - Development planning
 - Supported hardware platform(s)
 - Development programs that will be used
 - Concept discussion
 - Gameplay discussion
 - Usecases

Phase II: Development Timeline

Expected Dates: February 20th 2017 - February 27th, 2017

- This phase involves the planning and development time of the Illuminati project.
 - The development time will consist of (from beginning to end):
 - Conception of the idea
 - Development planning and discussion
 - Usecases
 - Flowcharts
 - Concept (both written and drawn)
 - Development and Implementation
 - Debugging
 - Verification of Functionality (Usecases and Rules)
 - Verification of Documentation
 - Finalization and release
 - **It's important to note that documentation will be provided during the entire development cycle. At the final stage, documentation will be organized and verified accordingly by the Project Lead.**

Phase III: Conceptual Development

Expected Dates: February 27th, 2017 - March 29th, 2017

- This phase involves the conceptual development of the Illuminati project. This will be the bulk of the development cycle.
 - What this means is that before actual development of the game, all aspects of the game must be covered. These aspects include, but are not limited to:
 - Rules and usecases
 - Where every action should be covered
 - What is considered a legal or illegal move.
 - Flowcharts
 - Visual representation of each action
 - Concept Art
 - What the User Interface should look and function like
 - Options given to the end-user
 - Tutorials or Game Manuals
 - **Note: Depending on progress there may be a one week deviation from these dates.**

Phase IV: Software Development, Implementation, and Debugging

Expected Dates: March 29th, 2017 - April 26th, 2017

- This phase involves the implementation of the planning and concept generated for the game. Development of the actual game will begin at this point and will be using the specified IDE.

Development will include the following:

- Gameplay rules and functionality
- Art and Visual FX
- Main Menu
- Splash screen
- Options (Audio, Video, etc.)
- Debugging
- Credits
- Documentation

Phase V: Verification and Release

Expected Dates: April 26th, 2017 - May 10th, 2017

- The final phase will involve verification of functionality, documentation and eventual release of the game. Project lead will be checking and verifying if:
 - The game is functioning properly with all usecases tested.
 - If not functioning properly, debugging will be necessary
 - The game code has proper commenting and documentation for each meaningful function.
 - Documentation will be provided if missing
 - The game includes proper documentation of rules, credits, tutorials, etc.
 - Once verification is complete, finalization will be looked over by the instructor, then compiled, packaged, and released.