

Project Charter
CS480.02 - Kingdoms AR
April 24th, 2018 - Version 1.0

Project Name: Kingdoms AR

Executive Sponsor: Hussain Zaidi
Project Manager: David Hau
Primary Stakeholder(s): Application Users

Project Description:

Develop an application utilizing Augmented Reality. The application is to be a mobile-based game that uses geospatial location and online connectivity between two players to interact with bases and other users on a real-time map. The players would build and move troops across the map, capturing bases and destroying the enemy until either player is eliminated or the time limit is reached, by which a score system will determine the winner.

Customer	Customer Needs
Application User	Functional AR game
Project Definition	
Project Goals	<ul style="list-style-type: none">- Two-player System- Online Connectivity- Interactive Functions- Real-Time Update- AR geospatial location map
Project Scope	<ul style="list-style-type: none">- Android-OS Mobile Devices only- Win-Loss Condition- User Interface for Menu and In-Game
Project Deliverables	<ul style="list-style-type: none">- Frontend System- Backend System- QA Testing- Project Documentation

Project Constraints/Risks:

Supports Android-OS devices only, with two-player limitation and server-side connection. Problems may arise with desync issues, uncertain server connections, and cross-platform usage.

Implementation Plan/Milestones:

Sprint 1 - Development of core game engine, online connectivity, geospatial location and updating, with documentation and development

Sprint 2 - Implementation of game features and user interface, bug patching

Sprint 3 - Final quality assurance testing, bug fixes, and documentation

Communication Plan:

Formal meeting every two weeks, with impromptu meetings on weekdays

Change Management/Issue Management:

Decisions and changes will be determined by the Project Manager. Otherwise the team if the Project Manager is unavailable.

Team Composition		
Participants	Roles	Responsibilities
David Hau	Project Manager	Project Planning, Scheduling, Development
Jose Garcia	Business Analyst	Project Documentation
Paris Acosta	Quality Assurance Tester	Quality Assurance
David Hughes	Developer	Application Development
James Taracevicz	Developer	Application Development