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| A picture of a winding road and trees  [PROJECT BUBBA’S]  PROJECT CHARTER | ***This document outlines all the goals and necessities for embarking on a journey of this magnitude. All requirements have been covered and we are prepared physically, mentally, and spiritually for this project/life changing adventure.***  Dominic Ferraro, Cameron Germano, Dennis Lupin |

Contents

[2 Project Summary 2](#_Toc30145110)

[3 Team 2](#_Toc30145111)

[4 Scope 2](#_Toc30145112)

[4.1 Goals and Objectives 2](#_Toc30145113)

[4.2 Deliverables 2](#_Toc30145114)

[4.3 Stakeholders 2](#_Toc30145115)

[4.4 Out - of - Scope 3](#_Toc30145116)

[4.5 Risks, Constraints, Assumptions 3](#_Toc30145117)

[5 Success Measurements 3](#_Toc30145118)

[6 Signatures 4](#_Toc30145119)

# Project Summary

The goal of the project is to create a fluid and engaging traditional turn based role playing game. The game is meant to have a simplistic appearance with basic graphics. This will allow our game to be played by anyone and not limited to users with a high end computer. The interface and character sprites will be custom made for the optimal gaming experience.

# Team

|  |  |
| --- | --- |
| NAME | ROLE (TEAM LEADER, PROGRAMMER, DESIGNER, ETC) |
| Dominic Ferraro | Team Leader, Programmer |
| Cameron Germano | Graphic Designer, Programmer |
| Dennis Lupin | Programmer |
|  |  |

# Scope

Included: Decision making, turn based combat system, character movement, item features, Character Selection, unique areas, Character Menu, Stat Customization

Affected: Customers of the Game

Implemented: Graphics will be created by team members on Photoshop and the game features will be programmed in Python

## Goals and Objectives

* Functional Graphics
* Cohesive and logical code
* Audio effects
* Working Item system
* Working character stats system
* Custom made sprites and cosmetics
* Effective turn based Combat system

## Deliverables

* Desktop Application containing the game
* Spyder with Pygame
* Prerequisite Document

## Stakeholders

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| --- | --- |
| **Role** | **Interest/Impact** |
| Project Investors | Financial risk from investing in project’s startup and prospective monetary gain upon a successful final product |
| Consumer | Interest in playing the game upon release |
| Project Designers/Programmers | Job Security, Reputation, and financial gain for a successful project |

## Out - of - Scope

* Animations – No knowledge of animations
* Character Models – Aesthetic of Sprites are preferred
* In depth Character Customization – Genre of game benefits more from simple customizations options
* Real time combat – Not Experienced in creating real time combat systems and it does not fit the genre

## Risks, Constraints, Assumptions

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| --- | --- |
| **Risk/Constraint/Assumption Title** | **Explanation** |
| Lack of funds for project | If project were to be defunded it could not be completed |
| Lack of game designing experience | Could be delayed due to lack of game designing and experience with Python |
|  |  |

# Success Measurements

* Production of a quality old school RPG
* Public interest in the game and appealing to future customers

# Signatures

|  |  |  |
| --- | --- | --- |
| **Customer:** |  |  |
| **Name** | **Signature** | **Date** |
|  |  |  |
|  |  |  |
| **Project Manager:** |  |  |
| **Name** | **Signature** | **Date** |
| **Dominic Ferraro** |  | **1/22/20** |
|  |  |  |
| **Team Members:** |  |  |
| **Name** | **Signature** | **Date** |
| **Dennis Lupin** |  | **1/22/20** |
| **Cameron Germano** |  | **1/22/20** |
|  |  |  |