Project Plan
For
Kings of
Tokyo

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1. Overview

1.1. The motivation for this project is to make a digital version game of the King of Tokyo.

1.2. The customers include both old and new players of the King of Tokyo board game users.

1.3. This product is based off an existing one, the King Of Tokyo board game.

1.4. The estimated cost of the project is $0.

1.5. Other personnel that are involved with the project include our professor.

1.6. There are no other projects planned that will depend on this project.

1.7. There are no other projects which can contribute to the project's result.

2. Goals and Scope

2.1. Project Goals

Project Goal	**Priority (1 - 10)**	**Description / Comment**
Functional Goals		
<Functional goal #1>	10	Project is able to playable.
<Functional goal #2>	10	Project is able to be downloaded.
Business Goals		
<Time-to-market>	8	Time for consumers to discover the project
<Cost>	4	The amount that the project will cost out of pocket from engineers.
Technological Goals		
<Technical goal #1>	8	Programming language is learned by engineers
<Technical goal #2>	10	Planning is concisely developed
Quality Goals		
<Quality goal #1>	7	Formatting the game in a way that is easy to play and appealing
<Quality goal #2>	6	No bugs in the game.

2.2. Project Scope

2.2.1. Included

2.2.1.1. This project would include a digital version of the King Of Tokyo board game.

2.2.2. Excluded

2.2.2.1. This project will exclude training of engineers with familiarity with programming language for project.

2.2.2.2. This project will exclude multiple revisions of documents and meetings with engineers.

3. Stakeholder and user descriptions

3.1. Organizational Boundaries and Interfaces

3.1.1. Resource Owners

While production of the PC version of King Of Tokyo is being produced by the Vegemites, all rights for the King of Tokyo board-game belong to their rightful copyright holder (Iellogames) and designer (Richard Garfield).

3.1.2. Receivers

Company/Org	**Deliverable**	**Comment**
Consumers	Download-link	N/A
Supervisor/Professor	Github link	Grades the engineers based off their performance, documentation, and performance in the project.

3.1.3. Suppliers

Company/Org	**Deliverable**	**Comment**
Github	Download-link	N/A

3.1.4. Cross Functions

Function	**Responsibility/Comment**
Product Mgmt	Ensures features are implemented and deadlines are met.
Engineer	Implements the game’s features.

QA Testing	Tests game features and reports bugs.

3.2. Project Organization

3.2.1. Project Manager

Function	**Responsibility/Comment**
Product Manager	Dustin Martin

3.2.2. Project-internal Team and Functions

Function	**Name**
Engineer	Dustin Martin
Engineer	Matthew Pham
Engineer	Anthony Won
Engineer	Jason Tran
QA	Anthony Won
QA	Matthew Pham

4. Schedule and Budget

4.1. Work Breakdown Structure

4.1.1. Work breakdown can be referred to in the references [1]

4.2. Schedule and Milestones

Milestones	Description	Milestone Criteria	Planned Date
M0	Team formation, Project assigned	The team created Project assigned	9/10/19

M1	Pre-planning project	Vision & Project Plan document finished, team generally knows what to expect from this	9/27/19
M2	Start Project	Work assigned and split, development of project begins	11/12/19
M3	Project Development	First prototype is done, project continuously refined.	11/28/19
M4	Project Debugging	Project is near completion, testing is more extensively done.	11/30/19
M5	Project Evaluation	Project Completion, debugging should be finalized, presentation should start being prepared	12/1/2019
M6	Project Presentation	Present project to the rest of the class, the professor evaluates the project	12/5/2019

4.3. Budget

4.3.1. Budget is not needed as this is a class project. Done purely for evaluation and thus budget is not an issue.

4.4. Development Process

4.4.1. An ‘agile’ method will be used in the development of this program. Several prototypes will be developed and tested before going back and debugging/coding it again until a high quality software is produced.

4.5. Development Environment

Tools	**Applied for**
Github	Code Collaboration
Discord	Communication
Trello	Work-Scheduling
Languages	
Python	Code

4.6. Measurement Program

Types of Data	Purpose	Responsible
Changed requirements	Determine if the schedule needs to be changed depending on the extra or removed requirements	Q-A Testing
Number of bugs found before M5	Determine if more time is needed in the M4 Phase	Q-A Testing
Performance Progress	Assess progress of the project to determine the pace at which we work	Test Lead

5. Risk Management

5.1. Risks are managed in two ways, known, and unknown. Unknown risks are risks that can’t be accounted for such as a car accident occurring on a team member or weather delaying a meeting between members. These cannot be accounted for and are rather difficult to plan for. Known risks are able to be planned for and is handled by our risk lead Anthony Won. The way known risks are managed is identifying the risk, analyze the risk, prioritize risk, assign an owner to the risk, respond to the risk, and monitor it afterwards. This way certain risks can be prioritized and monitored while being handled, while other lesser risks can be ignored if needed.

6. Sub-Contract Management

6.1. Sub-contract management isn’t necessary for this class project. Due to our own work being evaluated for a grade rather than our work being evaluated for its commercial value we will work on this project without subcontracting work.

7. Communication and reporting

7.1. Internal communication and reporting

7.1.1. Group meets 2-3 times a week for about 3 hours.

7.1.2. All information and changes to the project will be accessible via github and discord.

7.1.3. Ideally every member should show up to the meetings. Those who cannot make it will have to update themselves by reading updates on discord.

7.1.4. Main source of communication will be discord.

7.2. External communication and reporting:

7.2.1. Every stakeholder will have access to all the projects information

7.3. Internal Communication

Type of Communication	**Method / tool**	**Frequency / schedule**	**Information**	**Participants / responsibilities**
Meetings	In person	weekly	Status , new requirements , problems	All members
Meetings	Discord	On event	Status, new requirements, problems	All members

8. Delivery Plan

8.1. Delivered with a large group of files, ran as an executable.

8.2. Distributed freely throughout the web, possibility of launching the program on steam/GOG if needed.

9. Quality assurance

9.1. Project classes and functions will be tested in a white box fashion by developers to ensure any bugs will be found.

9.2. Debugging will commence after either of these in order to fix these bugs

9.3. Afterwards testing will be redone to ensure no adverse side effects.

10. Configuration and Change Management

10.1. When necessary during the development the documentation will change to more fittingly match the expected dates.

10.2. Delays and errors due to risk may result in pushing back deadlines will need to be reflected in the timeline, gantt chart, and other documents.

10.3. All changes need to be documented either in the code or the revisions section of documents and communicated to the members in the discord.

11. Security Aspects

11.1. Github repository will be made private in order to prevent others from stealing information and ideas.

11.2. Discord server is sent to ‘invite only’ to ensure other groups cannot access our meetings and new ideas.

12. Abbreviations

Abbreviation	Definition
QA	Stands for Quality Assurance
Product Mgmt	Stands for Product Mangement
N/A	Stands for Not Available/Not Applicable

13. References

13.1. [1] Work Breakdown.pdf found in github

13.2. [2] Gantt Chart.pdf is found on github

13.3. [3] Timeline.pdf is found on github

14. Revision

Date	Version	Description	Author
9/27/2019	.5	Rough Draft of the Revision Document	Dustin Martin Matthew Pham Anthony Won Jason Tran
11/19/2019	.8	Updated development	Anthony Won

		environment and schedule/milestones dates.	
12/1/2019	1.0	Added Gantt and timeline graphic, page numbers, abbreviations, more overall details added to delivery plan and quality assurance.	Anthony Won
12/3/2019	1.1	Updated page numbers, added more detail to the configuration and change management	Anthony Won