| VIDEO GAME  PROJECT CHARTER | ABSTRACT  This document goes over the details of making a game and releasing it to a consumer base. It includes stake holder details and consumer details. Outlined are any mechanics and features to be used in the game.  [Brian Kollgaard](mailto:bk3968@desales.edu), [Joseph Traglia](mailto:jt9469@desales.edu), and [Emanuel Luna](mailto:el7027273@desales.edu) |
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# Project Summary

*During the COVID-19 pandemic, many people were stuck indoors. Many of these people were bored and sought some form of entertainment. In order to meet this growing demand for easy indoor entertainment, we are creating a video game. It will be a unique gaming experience designed to keep audiences entertained while staying indoors. The end product will be released on computer systems such as Windows and Mac and allow users to play the video game for free by downloading and running an application.*

# Team

| NAME | ROLE (TEAM LEADER, PROGRAMMER, DESIGNER, ETC) |
| --- | --- |
| Emanuel Luna | Programmer |
| Joseph Traglia | Programmer |
| Brian Kollgaard | Team Leader/Designer |
|  |  |

# Scope

*The scope of the project will be to create a short video game without many systems. The graphical user interface (GUI) and art design will also be limited in its aesthetics. The video game will include approximately five to fifteen minutes of entertainment. The game will feature simple movement through pre-made levels where the player’s end goal is to reach the end.*

## Goals and Objectives

* *Create a working video game.*
* *Creating systems for movement and interaction.*
* *Implementing aestically pleasing graphics and music.*
* *Adding quality of life features such as menus, options, and volume control.*
* *Having the game work properly on Mac and Windows computers.*

## Deliverables

* *An application that launches to run a video game through a .exe file.*
* *It will not be web-based, instead, the game will run directly on the desktop via an application.*
* *User manual for new players interested in learning the fundamentals of the game.*

## Stakeholders

| **Role** | **Interest/Impact** |
| --- | --- |
| Programmer(s) | The programmers of this game will be interested in making sure the game works as intended to provide an enjoyable experience for its end users. The programmers will have a profound impact on the game’s development by ensuring its components are functioning as intended. |
| Team Leader | The team leader of this game will be interested in designing the main elements of the game and provide a template for the game to be expanded upon. In addition, the team leader will oversee the production done on the game by the programmers. The team leader will have a major impact on the final product because this individual has final say regarding design and gameplay decisions combined with their experience in this field. |
| Project Investor(s) | The project investors will be interested in the success of this game due to the money they have invested in the programmers and team leader. This group of people gave the approval to the team leader to go forward with the production of the game. The investors have a significant impact on the game because they are financially supporting the employees and trusting them to produce a solid product. They are hoping to profit from this investment. |
| CEO/President of Company | The CEO/President will be interested in the game because it is being created by their employees under a company they are leading. This individual, along with the investors, gave final approval for the game’s development to commence. This individual will not be working on the project directly, however, they will check in with the team leader periodically. |

## Out - of - Scope

* *Using a game engine due to time-constraints and learning complications.*
* *Using 3D modeling and 3D gameplay due to learning complications.*
* *Having a full marketing push due to budget constraints.*
* *Having an overly long gameplay structure or too many systems due to time constraints.*

## Risks, Constraints, Assumptions

| **Risk/Constraint/Assumption Title** | **Explanation** |
| --- | --- |
| Risk: Improperly Functioning Code | Improperly functioning code can lead to delays in the release date of the final product. This risk can also lead the development team to make design changes to the game based on which code they are able to implement into the game and which code they are not able to implement. This limitation could also cause changes in the design of pause menus and other graphical user interfaces within the game. |
| Constraint: Limited Knowledge on Game Programming | For many of the programmers on the development team, this is their first time programming a video game with multiple graphical user interfaces and various moving components. Under the guide of the team leader, the programmers will rely heavily on their previous experience in coding using this integrated development environment and coding language. |
| Assumption: Users Possess Basic Gaming Knowledge | The development team for this game will assume the end users possess a basic understanding of how to play a standard keyboard and mouse video game. Although a user manual will be included in the final product, users are expected to be able to handle basic keyboard and mouse maneuvers. |

# Success Measurements

* *A measurement of success for this project would be returning a profit on the game for the CEO/President as well as the project investors. The goal is to return one and a half times the project’s original budget in profit to ensure the investors will be satisfied with their investment. For example, if the project has been given a budget of $100,000, then the goal would be to return 1.5x that amount, which is $150,000. This would mean the project investors have $50,000 to split among themselves since the development team is part of the original budget.*
* *Another measurement of success for the project would be the amount of time it takes for the development team to complete the game. If the game is finished ahead of schedule or on time, it would be quite the accomplishment for a rookie team working on its inaugural project. Bonuses for the development team may be included if the project is completed early.*
* *Another measurement of success for the project would be the development team’s ability to implement the intended functions for the various aspects of the game. Since the team will be working individually for the majority of the project, it will be paramount for each team member to complete their part to the best of their ability. If all ideas, functionalities, and components of the project are implemented into the game successfully, then it definitely could be viewed as a success for the development team.*
* *Another measurement of success for this project would be for the game to outsell and generate a larger player base than its competitors. In addition, the development team should strive for the game to achieve a higher score among game critics than its competitors.*
* *Finally, a measurement of success for this project would be to ensure the game mechanics work well together. This will allow for the end user to have a more enjoyable experience while keeping a consistent ratio between time spent and fun had.*

# Signatures

| **Customer:** |  |  |
| --- | --- | --- |
| **Name** | **Signature** | **Date** |
|  |  |  |
|  |  |  |
| **Project Manager:** |  |  |
| **Name** | **Signature** | **Date** |
| ***Brian Kollgaard*** | ***Brian Kollgaard*** | **1/24/22** |
|  |  |  |
|  |  |  |
| **Team Members:** |  |  |
| **Name** | **Signature** | **Date** |
| ***Joseph Traglia*** | **Joseph Traglia** | **1/26/22** |
| ***Emanuel Luna*** | **Emanuel Luna** | **1/27/22** |
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# Appendix A – Glossary

***3D Modeling/Gameplay*** refers to the creation of a three-dimensional object inside of simulated software. This will be used in the project to provide an interface that the end user is able to interact with when playing the game.

**Gameplay** is the end user interacting with the game, clicking specific buttons that cause an action in the game to occur.

**Graphical User Interface (GUI)** is a visual way of interacting with a computer using items such as windows, icons, and menus, used by most modern operating systems. The project will utilize multiple GUIs, which will allow the end user to navigate menus, modify options, and play the game itself.

**Level** is the total space available to the end user (Consumer interacting with the software) during the course of completing a discrete objective. The project will consist of pre-made levels as well as levels produced by the development team.

**Menu** is an option that the end user is given the ability to change, only referring to the volume of music, sound effects or brightness of the GUI. The project will consist of multiple menus to assist the user when interacting with the GUI.

**Web-based** refers to applications or systems that run on web browsers. The project will not consist of a web-based application, instead, the project will feature a game that could run directly on the end user’s desktop.