

23.2.2022

PROJECT PLAN

FAST RELOAD

VERSION 0.1

CROSS REALITY PROJECT

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CHANGEHISTORY

Date	Version	Author	Description
23.02.2022	0.1	Evgenii V. Ilia R.	Project Plan

DOCUMENT INFORMATION

Newest version of this document can be found from:
<https://github.com/EvgeniiVetoshkin/Cross-Reality-Final-Project>

REFERENCES

Abbreviation	Description
None	None

TERMS AND ACRONYMS

Termi	Kuvaus
VR	Virtual Reality
TBA	To be announced
DGC	Digi & Game Center
PO	Project Owner
SM	Scrum Master
Dev Team	Development team

1. Project content

1.1. Introduction

This VR project is a game where the player stands motionless in one place and shoots back from advancing opponents. The player will need to aim, reload, and use other in-game objects using controllers.

1.2. Projects goals and background

This project is made for entertainment as other games. Most of the weapons will be made in the likeness of real-life counterparts, therefore it will be possible to learn some basics of any weapon.

1.3. Output

- Plans
- Project plan
- Code in C# from asset store or created
- Assets from asset store or created
- Application
- Demo

1.4. Project acceptance

Before the project is complete, things like settings, a testing ground for any weapon in the game, and an endless mode need to be done. Everything will be assembled in Unity.

2. Used process

We will use Scrum method and mainly use Daily and Weekly Scum while our Sprint Scrum is on, because there are only 2 people in the project, so we are combine 3 roles at once: PO, SM and Dev Team.

3. Resources

3.1. Project organization

Name	Role	Connection details
Evgenii Vetoshkin	developer	AA2892@student.jamk.fi
Ilia Rozhnov	developer	AA2232@student.jamk.fi

3.2. Tools

The development process will use such tools as Unity, GitHub, Adobe Photoshop, Blender, VR headset provided by DGC.

4. Schedule

Milestone	Date	Participants
First meeting	23.02.2022	Evgenii V. / Ilia R.
Demo 1	25.02.2022	Evgenii V. / Ilia R.
Demo 2	01.03.2022	Evgenii V. / Ilia R.
Midterm meeting	06.03.2022	Evgenii V. / Ilia R.

5. Reporting and communication

5.1. Internal reporting

The project plan is sent to the checking people, then the project participants defend it in front of them by presenting it to the "commission".

The project is sent to reviewers who evaluate the project by giving the appropriate score from 0 to 5.

5.2. Weekly meetings

There are no weekly meetings, because project team is not big, so meetings could be when needed.

5.3. Communication

Communication will be through Discord service. Also, GitHub will be as version control system alongside with tool for sharing the project between team members

6. Risk management

The main risk is unpreparedness of the team. Lack of experience in the development of this type of projects.

7. Open issues

TBA