



UNIVERSITI MALAYSIA SARAWAK
Faculty of Computer Science and Information Technology

Assignment Cover Sheet

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Subject Code : TMP 3413	Subject Name : Software Engineering Laboratory	
Assignment (Title) :	Project (Mario)	
Name of Lecturer :	Madam Nurfaufa Jali	
Due Date : 1 st October 2014	Date Submitted : 1 st October 2014	

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1.0 Abstract

This proposal proposes a software project, which is a game named Mario that will be developed. Mario is a simple adventure game. The player has to choose and name the character at the beginning of the game. After that, the character has to start his or her adventure.

Problem statement and objectives of Mario are initially outlined. The discussion then focuses on the scope of Mario. Other than that, this proposal also includes task allocation, team goal and contribution of the team. Lastly, a brief description on expected result will be in the last part of this proposal.

2.0 Objective

The objectives of this project are as stated below:

1. Improve the popularity of Mario
2. Improve the quality of Mario
3. Build a game which involve some educational purpose in the game
4. Build a game that is suitable for everyone regardless of age
5. Build a game which can entertain people
6. Save valuable childhood memory

3.0 Problem Statement

Mario was a very common and popular game in the 90s. Mario is fun and the most important thing is Mario is a part of our childhood memory. However, the development and enhancement of the information technology have introduced a lot of games in the market. A game like Left 4 Dead that is violent and bloody had taken over the popularity of Mario. By some estimation, Mario will be forgotten and disappear one day. Action is needed to avoid that happening and to keep our childhood memory. Hence, a new version of Mario will be developed to keep its popularity and freshness.

4.0 Scope

This project will consist of creating a game based upon the traditional Mario. This will bring a brand new version of Mario for kids, teenagers and adults. The Mario will be consist of three levels and player has to win the current level in order to proceed to the next level. The new develop Mario is different from the traditional Mario in the way of the game starting, the player passing through each level and many other minor parts. The game requires the player to choose a character and name the chosen character before the game is started. In the traditional Mario, the player can proceed to the next level directly as long as the character reaches the castle. However, in this new develop Mario, player has another task to do when he or she reaches the castle. The game will include sound event, mouse event, keyboard event, graphic character, and background. The first phase of the project will be completed by mid of November, 2014, while the second phase will be completed by mid of December, 2014. The game will run on PCs running Windows XP, Vista, 7 and 8.

5.0 Task Allocation

Manager	Description	Name
Project manager	<ul style="list-style-type: none">• Team leader• Guide the discussion of the project• Take decision during the building of prototype game applications• Gain stakeholder's approvals	Miss Jadecrystal Tang Ming Mei
Planning manager	<ul style="list-style-type: none">• Develop project schedules• Divide tasks• Ensure optimal level of performance	Miss Nuratiqha Binti Abd Razak
Support manager	<ul style="list-style-type: none">• Determine and implement technical needs• Make sure that infrastructure is as efficient• Provide assistance for problems and questions• Manage scoping to improve existing Mario	Mr. Vernon Chien

Quality manager	<ul style="list-style-type: none"> • Ensure that the requirements and expectations of stakeholders is identified and met. • Monitor progress and performance 	Miss Nuratiqha Binti Abd Razak
Customer interface manager	<ul style="list-style-type: none"> • Propose innovative changes to current user interface of the game 	Miss Tan Sheu Yeu
Implementation manager	<ul style="list-style-type: none"> • Identify project objectives • Assess and control project risks 	Mr. Vernon Chien
Test manager	<ul style="list-style-type: none"> • Develop test plan for the game • Check and review the test case 	Miss Lee Fui Yee
Process manager	<ul style="list-style-type: none"> • Process documentation • Review the data and implement any necessary changes 	Miss Lee Fui Yee

6.0 Team Goal

The goals we pursue are:

1. Conducting the software project successfully
2. Finishing the software project within the scheduled timetable, scheduled budget and specified guidelines
3. Developing a game which is high standard and without bugs
4. Developing a game which can evoke everyone's childhood memory
5. Having a good communication among team members

7.0 Contribution of Team

Name	Contribution
Miss Jadecrystal Tang Ming Mei	<ul style="list-style-type: none"> • Leads the project team • Manages the discussions regarding the project • Involves in the decision making in the development of the software project

	<ul style="list-style-type: none"> • Wins the stakeholders' approval • Guides the team to reach project goals • Assists in problems and questions that arise during the development of the game • Contributes in the actual coding of the game
Miss Nuratiqha Binti Abd Razak	<ul style="list-style-type: none"> • Manages and distributes the tasks to the project team members • Ensures that all members perform optimally and contributes equally to the project • Monitors project progress • Makes sure that the requirements and expectations are met • Plans the project schedules so that it can be done within the set time scope • Assists in problems and questions that arise during the development of the game • Contributes in the actual coding of the game
Mr. Vernon Chien	<ul style="list-style-type: none"> • Assists in problems and questions that arise during the development of the game • Identifies project objectives and scope • Manages scope to improve the game • Contributes in the actual coding of the game
Miss Tan Sheu Yeu	<ul style="list-style-type: none"> • Proposes new ideas and innovative changes that can further improve the game • Assists in problems and questions that arise during the development of the game • Contributes in the actual coding of the game
Miss Lee Fui Yee	<ul style="list-style-type: none"> • Assists in problems and questions that arise during the development of the game • Manages and reviews the test plans for the game • Conducts documentation of the project • Contributes in the actual coding of the game

8.0 Expected Result

This project will be done within 3 months. Every single task will be done according to the timeline. Each team member contributes to the success of every single task. Every single objective and goal must be achieved.

Mario will be in new level and more interesting. This new develop Mario will involve some educational characteristic that educates player in an interesting way. The new Mario will practice safe, calm, and fun environment.