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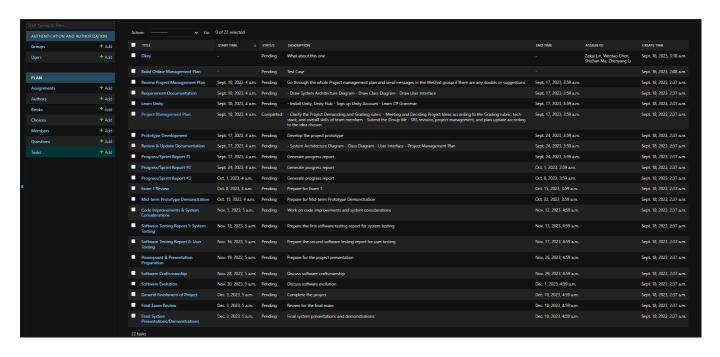
Project Management Plan

Project Name	Stand alone 2D Shooting Game
Engine	Unity
Programing Language	C#

Team Members

Team Member	Contact Information
Zekai Lin	zlin48@syr.edu
Shizhan Ma	sma100@syr.edu
Zhenyang Li	zli115@syr.edu
Wentao Chen	wchen01@syr.edu

Plan



Week 3 Sep. 10 - Sep. 16

- Project Management Plan Zekai Lin Due: Sep.14
 - Clearify the Project Demanding and Grading rubric
 - Meeting and Deciding Project Ideas according to the Grading rubric, tech-stack and overall skills of team member
 - Submit the Group file
 - SRS revision, project management and plan update according to the idea chosen
- Learn Unity Team Due: Week 4

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- o Install Unity, Unity Hub
- Sign up Unity Account
- Learn C# Grammer
- o **☑** Zekai Lin
- o **☑** Shizhan Ma
- o **☑** Zhenyang Li
- o □ Wentao Chen
- Requirement Documentation Zekai Lin Due: Week 4
 - Draw System Archtecture Diagram
 - Draw Class Diagram
 - Draw User Interface
- Reveiw Project Management Plan Team Due: Week 4

Go through whole Project management plan and Sent message in the wechat group if there is any double or suggestion

- ∘ □ Zekai Lin
- ∘ □ Shizhan Ma
- ∘ □ Zhenyang Li
- Wentao Chen

Week 4 Sep. 17 - Sep. 23

- Progress/Sprint Report #1 Zekai Lin Due: Sep.23
- Review&Update Documentation Team Due: Week 4
 - System Archtecture Diagram
 - Class Diagram
 - User Interface
 - Project Management Plan
- Prototype Development Team Due: Week 4

Week 5 - Prototype - Sep. 24 - Sep. 30

• Progress/Sprint Report #2 - Zekai Lin Due: Sep.30

Week 6 Oct.1 - Oct.7

- Progress/Sprint Report #3 Zekai Lin Due: Oct.7
- Exam 1 Review

Week 7 Oct.8 - Oct.14

Exam 1: 0ct.12

Week 8 Oct. 15 - Oct. 21

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Mid-term Prototype Demonstration Oct.17 & 19

Week 9 Oct. 22 - Oct. 28

Progress/Sprint Report #4 - Zekai Lin Due: Oct.28

Week 10 Oct.29 - Nov.4

Progress/Sprint Report #5 - Zekai Lin Due: Nov.11

Project Phase: Testable

Week 11 Nov.5 - Nov.11

• Code Improvements & System Considerations Nov. 7 & 9

Week 12 Nov.12 - Nov.18

- Software Testing Report 1: System Testing Nov.14
- Software Testing Report 2: User Testing Nov.16

Week 13 Nov. 19 - Nov. 25

<--- Thanks Giving Break --->

• Powerpoint & Presentation Preparation

Week 14 Nov. 26 - Dec. 2

Software Craftsmanship Nov. 28

Software Evolution Nov.30

Week 15 Dec.3 - Dec.9

Final System Presentations/Demonstrations Dec. 5

- Final Exam Review
- General Finishment of Project

Week 16 Dec. 10 - Dec. 16

Exam 2 Dec.12

Term Project Delevery Due: Dec.15