**Section: Project Management (Advocate: Mike Watkins)**

**Devise project aims and objectives for a chosen scenario.**

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| <https://github.com/George-Haughton/Project-1#2-epicsrequirements> (Epics and User stories for my Project one)  <https://github.com/George-Haughton/Project-1#1-specifications> (Specifications for Project one)  <https://github.com/George-Haughton/CapstoneProject1-ZSL#i-introduction> (ZSL introduction)  The first link will show the Epics and User Stories I put together that are based on my Project one; which was to create a game called Trace Ball which is a small square that is controlled by the user/player that has to keep away from the AI; which is the computer controlled square. It shows the aims, features and objectives I hope to have created within my project one. The second link will show you the specifications of my Project one and features I will be adding to my game. The last link will explain all about the ZSL project, where we had to make a game/app for them that they could use to teach 11-16 year olds. It will give you an introduction to the project and show the objective of the game. |

**Produce a project management plan that covers aspects of cost, scope, time, quality, communication, risk and resources.**

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| <https://github.com/George-Haughton/Project-management-plan#13-cost> (Cost, Scope, Time, Quality, Communication, Risks and Resources)  This link will show you my Project management Document/plan that is based off my ZSL project. It shows the Scope which covers the main objectives of the project. The time which explains how much time we had and what we did with it. The Quality of the project, and how we kept the Quality of the project as high as possible. How we communicated with each other throughout the project. The risks that came with the project and finally the resources we used to complete the project. |

**Produce a work breakdown structure and a Gantt Chart to provide timeframes and stages for completion.**

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| The link will show the Gantt Chart me and my team produced while working with ZSL to create a game based around 4 different product chains for their classes at ZSL (Whipsnade zoo). It breaks down when we plan to start certain parts/requirements of the project and when we plan to be finished with these part/requirements. Additionally, when we started and got pitched the idea of the ZSL project and finally, when we plan to be finished with the project.  <https://github.com/George-Haughton/CapstoneProject1-ZSL#iii-scheduleplan> |

**Carry out small-scale research by applying qualitative and quantitative research methods appropriate for meeting project aims and objectives.**

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| This link shows where I explain about the Concept Pitch we pitched towards ZSL when we travelled to the Zoo. We spent a lot of time researching what type of games, images and themes; children of the ages of 11-16 play/like. We used research methods like interviews; where we went around our college asking other younger Game Design students questions. Additionally, we used google to go look in depth what images, art and ideas would be more suited for this project; but in the end instead of using others art we decided to make our own in Photoshop. Finally, the link will explain the feedback we received from ZSL and how we used that feedback to change our project.  <https://github.com/George-Haughton/CapstoneProject1-ZSL#v-concept-pitch-17th-october-2017> (Concept pitch and Adapting to feedback) |

**Analyse research and data using appropriate tools and techniques.**

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**Communicate appropriate recommendations as a result of research and data analysis to draw valid and meaningful conclusions.**

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**Reflect on the value of undertaking the research to meet stated objectives and own learning and performance.**

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**Produce a comprehensive project management plan, milestone schedule and project schedule for monitoring and completing the aims and objectives of the project.**

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**Evaluate the accuracy and reliability of different research methods applied.**

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**Evaluate the selection of appropriate tools and techniques for accuracy and authenticity to support and justify recommendations.**

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**Evaluate the value of the project management process and use of quality research to meet stated objectives and support own learning and performance.**

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**Critically evaluate the project management process and appropriate research methodologies applied.**

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**Critically evaluate and reflect on the project outcomes, the decision making process and changes or developments of the initial project management plan to support justification of recommendations and learning during the project.**

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