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

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

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| Please use this section to provide all appropriate, valid and checked http Links that point to your evidence; use multiple lines to separate multiple links |
| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  <https://github.com/George-Haughton/CapstoneProject1-ZSL> (ZSL documentation)  <https://github.com/George-Haughton/Software-Development-Lifecycles-Mapping-Documents> (Software Development Document)  I will be using my ZSL documentation as I covered everything within this criterion. The link will show in full the aims, the big picture, requirements, reason and everything needed to complete these criteria’s. See the Design Document part (I) through (VI) to see the introduction to the project and then see The Project Management Documentation part (I) through (VI) where I explain in depth what the client wanted, how we developed their feedback, the reason we were asked by ZSL to make a game/app and finally the Gantt chart we used with the project to make sure we completed certain parts on certain dates to help with being organised within the project. Finally, see part 5 within my Software Development Lifecycle document where I speak about meeting a client’s needs where I also go in depth about the introduction and the requirements for the project. |

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

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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  *To achieve this, you need to point to a project management document that clearly defines:*  *Costs – this is a well structured breakdown of* ***anything*** *and* ***everything*** *that will be needed in order to complete the project (hardware, software, you, images, assets, etc)*  *Scope – a defined list of features and functions, hardware and software that are inside and outside the boundary of this project*  *Time – this is a schedule of times, actions needed to complete the project*  *Quality – this is a statement with regards to agreeing the quality, testing and fitness for purpose of the project,*  *Communication – this is a statement with regards to agreeing methods of communication, times, dates of meetings, etc*  *Risk – this is a table indicating risk number, description, level (high, med, low), probability, possible effect and method of mitigation/management*  *Resources – this is a list of everything (included in costs and already owned) that will be required to complete this project* |

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

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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  <https://github.com/George-Haughton/CapstoneProject1-ZSL>  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. |

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

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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  *This should be self-explanatory, review your note from last few sessions and online for differences between qualitative and quantitative*  *You will be expected to complete this in more detail in your individual capstone project*  *In addition to any other research you are recommended to formally investigate:*  *“How to reduce vulnerabilities in a system during development?” or*  *“The impact vulnerabilities can have on a system and it’s usage” – you will need to decide which option you will be able to explore more fully* |

**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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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  *See the earlier point and consider what ‘comprehensive’ means*  *To achieve this, you also need to provide evidence of monitoring and completing objectives (stories, burn-down charts, etc)* |

**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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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  *To achieve this you should point to your project’s final review – to help, review your notes for our description (this week) of the difference between, explain, analysis, compare, evaluate and use this to critique the pro’s and con’s of project management (as defined in the statement above)* |

**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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| Please provide a short (between 3 to 8 well considered, fully proofread and reflected sentences) explanation that justifies why the evidence/links you have provided is suitable as evidence of this requirement  *To achieve this, you should recall and consider where you can point to that reviews the various elements of your project (outcome, decision making, changes, etc) – review your notes on how we defined ‘critical’ and ‘evaluate’ and ‘reflect’* |

**## 1.2 Introduction**

**I will be speaking and producing a management plan about our ZSL client (London Zoo) where we were asked to design and develop a game based around 4 habitats. ZSL were going to use it to help them teach the 11-16 year olds that come into the zoo. It would give the children a more engaging and interactive session. Which ZSL hope will help the student to better understand the work and increase the chances of them remembering and learning more if the session is fun.**

**### 1.3 Cost**

**There are a few things we are going to look at that relate to cost within this project. Firstly, we will look at the cost of the systems we used. These would be the cost of the computers we used during class and my personal system I have at home. The systems at the college cost around £1500 and these were perfect as they had the exact tools we needed, the exact computer specifications that would support what we needed to do and they were also the computers we knew well as we had used them in past projects; and as there were 4 in our group so the costs together would be $6000. Additionally, my home computer is a lot more equipped for this project as I know the ins and outs of it and its computer specifications are a lot more up to date and considerably more power than the ones we have at college. This system costs £1200 which puts our system costs at £7200. Secondly, I’m going to speak about the costs of the time it took for us to complete the project. As we were using this project as a learning experience and not as a profit gain we worked for free as we thought this would benefit us a lot more, because we wanted to improve ourselves as programmers and didn’t feel we were ready to charge them and didn’t feel it necessary or fair. Thirdly, I will discuss the software that we used to complete this project. The standard software that we used were Microsoft word to write down notes, feedback and the requirements and we used power point to create a presentation of our ideas for ZSL (London Zoo). These were both completely free which helped us a lot. Additionally, the main software we used was Unity which is a game developing platform, we used this to create our concept art and create the animations for the game. This license costs around £125 per person for one month, and a we had four group members it would come to a total of £500; so the total system costs are £500. Fourthly, our lecturer took a coach driving course so he could drive us to the London Zoo, I could not find out how much this course cost but this is the way we got to the Zoo and back and we were not told how much it cost as the college paid for the travel and things of this nature. Lastly, we needed a stable internet connection for us to carry out our research and as we were at college we do not know how much it cost them to provide us with it but as I did work at home using the internet I have there; I can use this to calculate how much was spent on internet access. My internet costs £30 per month which puts our known internet cost for the project at £30.**

**### Scope**

**The main objective of this project was to create a fun, interactive game that the ZSL (London Zoo) teachers/staff could use to better their classes and make sure the 11-16 year olds learnt more, were more engaged throughout the lesson and overall make the children enjoy the lesson a lot more. The game will consist of 4 habitats which the user/child can pick one at a time which one they would like to play through. Each habitat will have a chain that the users/children will have to complete by dragging the correct part of the chain in its correct position within the chain. As a helping hand we will give them the first part/start and the last/end of the chain; just so they have a small idea of what to do and not confused.**