RPC

Project Plan

Submitted for CIS 4721 Project

Vermont Technical College

Fall 2016

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**Date**: 12/06/2016

**Authors:** Nicole Hurley

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**Revision History**

|  |  |  |
| --- | --- | --- |
| Revision Number | Date | Comment |
| 1.0 | 12/6/16 | First Approved version of document available |
| 2.0 |  |  |
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# Introduction

This project plan is for the duration of second semester Senior Projects for the demo of the game RPC. There are several documents that go along with this one, specifically the project proposal, the requirements, as well as the system design.

# Project Management Approach

The approach for this project management is going to be in a scrum style approach. Even though there are only two people, the project is going to be done in an iterative way, breaking out tasks into smaller tasks and collaborating along the way. If it turns out one developer has more knowledge in an area of programming than the other, or has a better solution than the developer assign the given tasks, the team receivers the right to change the responsibilities if appropriate.

**Project Staffing**

The project will be completed only by two developers, Nicole Hurley and Seth Lunn. This is out of the realm of either developers’ experience. Ideally this would be a five or more team of developers to make this demo.

# Project Scope

This scope is merely to get the demo of a working model of what a further game will have. The main aspects of the demo being focused on are the look and feel of what the full game would be like, as well as the beginning combat phases.

# Milestone List

**Task Description Developer Estimated Time**

| **Task** | **Responsible** | **Dependancy** | **Delivery** |
| --- | --- | --- | --- |
| Initialize project | Nicole | none | 1/1/2017 |
| Landscape | Nicole |  | 1/10/2017 |
| Lighting | Seth | Nicole (task2) | 1/17/2017 |
| Character design | Seth/Nicole collab | none | 1/20/2017 |
| Character animations | Nicole | task 5 | 1/27/2017 |
| Enemy design | Seth/Nicole | none | 1/23/2017 |
| Enemy animations | Seth | task 7 | 1/30/2017 |
| Enemy AI - basic | Seth | task 7,8 | 2/14/2017 |
| Combat menu design | Seth,Nicole | none | 1/31/2017 |
| Combat menu impl. | Nicole | task 10 | 2/14/2017 |
| Combat menu func. | Nicole | task 11 | 2/21/2017 |
| Turn based impl. | Seth | task 9,12 | 3/1/2017 |
| save game impl. | Nicole | none | 3/1/2017 |
| replay combat impl. | Seth | Task 13, 14 (possibly) | 3/9/2017 |
| main menu design | Seth,Nicole | none | 3/5/2017 |
| main menu impl. | Nicole | task 16 | 3/14/2017 |
| testing, fixes | Both, ongoing | everything | until the end |
| Fine tune AI | Both, ongoing | task 9 | until the end |
| Fine tune animations | both, ongoing | task 3, 6.8 | until the end |
| Fine tune graphics | Both, ongoing | all tasks | until the end |

# Conclusion

Many of these tasks are high level overviews of a bigger task with oftentimes many subtasks associated with them. The last tasks, testing and fixes all through fine tuning the graphics will be focused on in order they are listed. Focusing on the functionality of the program and then adjusting graphics and how pretty the project is as the last priority. Given that this project’s focus is the mechanics and functionality of the game, the developers felt this was the best decision.

The dates are guesses, there is a large enough buffer from the time the project is due in case of any problems we run into that end up taking longer than planned. The tasks are somewhat given in the hopes there is limited overlapping in terms of dependancy. In general each developer is dependent on themselves in that they are responsible for one line of development, one being more front end (Nicole) and one more backend (Seth). This should limit the amount of conflicts during development.