# Project Human Resources Management



**Project roles and responsibilities**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Client** | **Supervisor** | **Team Manager** | **Programmer** | **Level Designer** |
| Requirements and analysis by 22/08/14 | C | I | R | R | R |
| Project management plan by 22/08/14 | - | I | R | R | R |
| Design document by 05/09/14 | - | I | R | R | R |
| Final project submission document by 17/10/14 | - | I | R | R | R |
| Initial device setup and testing. By 19/08/14 | - | I | R | R | R |
| Devices working in combination. By 02/09/14 | - | I | R | R | - |
| Develop level prototypes by 09/09/14 | - | I | A | - | R |
| Game world prototype working with devices by 02/09/14 | - | I | A | R | R |
| Develop level prototype for object interaction by 09/09/14 | - | I | A | - | R |
| Develop level prototype for object avoidance by 16/09/14 | - | I | A | - | R |
| Develop level prototype for way finding by 23/09/14 | - | I | A | - | R |
| Level tasks functioning with devices by 23/09/14 | - | I | A | R | R |
| Menu setup by 30/09/14 | - | I | A | R | R |
| Profile system by 30/09/14 | - | I | A | R | - |
| Networked database by 07/10/14 | - | I | A | R | - |
| Prototype 14/10/14 | - | I | A | R | R |
| Full Release by 17/10/14 | I | I | A | A | A |
| Presentation 28/10/14 | I | I | R | R | R |
| Oversee the project to ensure it is completed on schedule | I | R | A | A | A |

Where possible team members will remain together in the same physical location, or maintain communication via email, Skype, Facebook, or phone while working on the project. Regular team meetings will also be held to ensure the project does not fall behind at any time. This as well as occasionally having lunch, drinks, and participating in other non-project related activities together, will hopefully help strengthen the team and ultimately lead to a successful outcome for the project.

Concerning conflicts, whatever is deemed to be best for the project should come first, but if conflict still ensues then majority vote wins. Care for all team members’ wellbeing is to be put ahead of any project task.

Ultimately any conflict will be brought to the supervisor and/or unit coordinator.