**Project Management Plan (PMP)**

Stright Entertainment’s

Group **Members** with % of contribution**:**

1. John 25%

2. Tim Valentine 25%

3. Noah Knepp 25%

4. Derrick Swint 25%

Client: Gamerz

Proposed System Background

1. **Introduction**
   * Introduction

We are making an FPS game, the main focus of this is to bring a new concept to the world of PC FPSs.

* + Purpose of the system

This new game will bring concepts from mobile gaming to the fps realm. This will allow players to group together with members from their global team to advance their team and earn player rewards, opposed to the traditional 10-20minute game modes.

* + Scope of the system (boundary of the system)

To start, it is only going to have one mode. In said mode, the player will get to choose a team to side with, then play in a free-world environment to advance their team. By doing so they will achieve individual upgrades to make themselves stronger (stat bonuses, gear, etc.) In the future additional game modes/features may be introduced.

* + Objectives and success criteria of the project

We hope to create a new genre of FPS, where a day will spend days weeks contributing towards one effort (can sign in and out whenever, however, the more they play the more they get and help their team.) Success can be determined by the player base (large player base = successful, small player base = unsuccessful) and if similar games start appearing/getting more popular.

* + Definitions, acronyms, and abbreviations

FPS – First Person Shooter

MP – Multiplayer

1. **Overview**
   * Current system

This will be a brand-new system offering a new FPS experience to PC players.

* + Proposed system

This will allow for a new genre of FPSs to emerge, ideally being the standard of its type.

1. **Functional requirements**

*The third section documents the requirements elicitation and the analysis model of the new system.* *Functional requirements describe the high-level functionality of the system.* *Example modules are but not limited to*

* + Admin User Module
    - Permissions to edit everything (functionality, design, virtual environments ,etc.)
  + Users’ Module
    - Registration for users
    - Login/logout for users
  + Game Module
    - Server selection (if player base grows substantially)
    - Team selection
    - Loadout selection
    - Loadout editor
    - Player Statistic viewer
    - Leaderboard system
  + Email Module
    - Popular emails (gmail, yahoo, etc.) for account registration
  + Reporting Module
    - Bugs

*Must Have Features like Real-World Projects / Products:*

1. *Admin User / Admin Control is a must*
   1. *Say you have food ordering system with these users: cashier and customer, you must have an Admin user too*
2. *Email Feature using Gmail or other SMTP*
3. *Session (login / logout)*
4. ***PayPal SandBox*** *(if payment is part of your software)*
5. *Upload your website to a free hosting server, like* ***https://www.000webhost.com/***
6. *Or upload your Android app on a free hosting server, like* ***SlideMe*** *etc, explore more*
7. *Or upload your iOS app on free App store,* ***Ad-hoc app deployment*** *etc explore more*
8. *Use* ***GitHub*** *for central Code storage / sharing*
9. **Nonfunctional requirements**

*Nonfunctional requirements describe user-level requirements that are not directly related* *to functionality. This includes*

* + Usability / user friendly / easy to learn for a new user (Friendly to new users wanting to explore a new genre of FPS)
  + Reliability (Will be backed up to GitHub)
  + Performance (Consistent above 30 Frames per second with minimal online delay)
  + Supportability (Windows)
  + Legal Requirements

1. **Hardware requirements**

*At minimum, Intel i5/Ryzen 5 x*

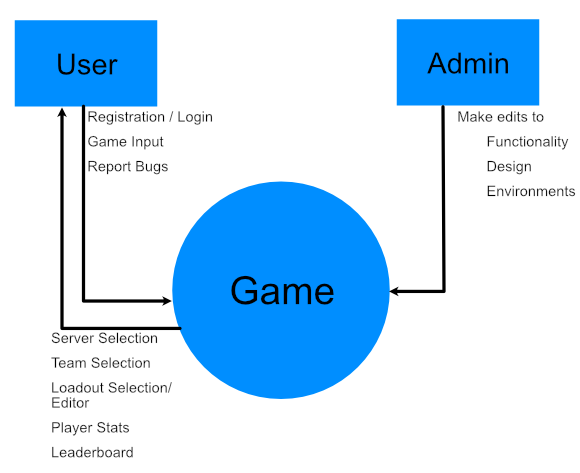
*At minimum, Nvidia 960/Radeon RX 460*

*Recommended 16 GB of DDR4 RAM*

*30GB of storage*

*SteamCMD*

1. **System models**
   * Context diagram

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* + Use case model and use case descriptions
  + Class diagram if applicable
  + ERD if available
  + User interface if available,

🡺if not available due time limitations, start thinking about the above artifacts

**Team members skills assessment:**

*Estimate each team member’s skill level on a scale of 1-10 for all technologies to be used in the project. Sample technologies are shown below; your list may vary.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***Skill*** | ***John*** | ***Tim*** | ***Derrick*** | ***Noah*** |
| Python | 8 | 6 | 7 | 9 |
| Java | 9 | 9 | 8 | 9 |
| Java / Python / JavaScript using Node.js | 2 | 2 | 2 | 9 |
| User Interface / GUI / CSS | 5 | 5 | 5 | 9 |
| PHP | 4 | 3 | 2 | 9 |
| PHP/JSP/C# / ASP.Net | 3 | 3 | 2 | 9 |
| MySQL | 5 | 4 | 4 | 9 |
| SQL/MySQL/mongoDB | 5 | 4 | 4 | 9 |
| MVC | 6 | 6 | 6 | 9 |

**Glossary**

A glossary of important terms used in the project and in the system model to ensure consistency in the specification and to ensure a common understanding of terms used by the client.

**Submission Details (*not part of PMP*)**

Due Dates:

* Presentation of PMP will be during class on Wednesday, Sept. 1 (5 points)
* PMP is due on Wednesday, Sept. 1 at 11:59 pm (10 points)

Extra Credit Opportunities:

Extra credit may be earned by implementing either or both of the following. The points apply to the entire project, not each task.

* Model-View-Controller (MVC) architecture (10 points)

Use the MVC design pattern in your system architecture. This should begin early on in the coding in Sprint 1.

* Test Automation (10 points)

Automated testing of your product using the free software called Selenium (<https://www.selenium.dev/>). You may earn 2 points for each sprint in which you perform automated testing.