
Request for Proposal

for

Poker Card Game

Version 1.0 draft 1

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CSUSM CS 441

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Revision History

Name	Date	Reason for Changes	Version
Sophia Nguyen,	9/12/2022	initial draft	1.0 draft 1
Sophia Nguyen, Jasmine Meyer	9/13/2022	general edits	1.1 draft 2
Jasmine Meyer, Benjamin Hoang	9/14/2022	general edits	1.2 draft 3

1. Statement of Confidentiality

This Request for Proposal (RFP) contains confidential and proprietary information that is the property of Poker Programmers, which is provided for the sole purpose of permitting the recipient to respond to the RFP. The recipient agrees to maintain such information in confidence and not to copy nor disclose this information to any person outside the group directly responsible for responding to its contents. The contents of this document may not be used for any purpose other than preparation of a response to this RFP. Should CSUSM not be chosen for the engagement described in this RFP, CSUSM must return all copies of this RFP to Poker Programmers at nguye583@csusm.edu immediately upon notification that CSUSM was not selected.

2. Abbreviations, Acronyms, and Definitions

IDE (Integrated Development Environment) : software for building applications that combines developer tools into a single graphical user interface

3. Introduction

3.1 About Our Project Team

Poker Programmers is a group of three senior computer science majors taking a Software Engineering course at California State University San Marcos. Our project team is dedicated to making quality software for our clients.

4. Proposal Preparation Guidelines

4.1 Project Approach

The project approach will consist of the following:

- Identification of the overall project and breaking it up into its major parts
- Determination of the desired outcome(s)
- List and portrayal of the project's component tasks
- Identification of the project stakeholders (internal/external)
- Determination of the project timeline/key deliverable dates

4.2 Test Approach

Once the requirements document is finalized and approved, QA will design test cases for each of the features that need to be tested. The test procedure will begin with designing test cases, executing test cases, reporting defects, and reporting the test results. QA will perform the following types of tests: unit testing, end-to-end testing, and system testing. These are the most effective and efficient for the Poker Card Game. The test report will help to summarize testing activity. Test report lists test cases, defects, and their results.

4.3 Key Deliverables

Phase	Description	Estimated Completion Date
0	Project Start	9/5/2022
1	Requirement Specification	9/15/2022
2	User Interface / Prototype	10/6/2022
3	Development	11/22/2022
4	Quality Assurance Reports	12/1/2022
5	Finished Project	12/5/2022

4.4 Dependencies

Deliverables and resources, generally of other projects and initiatives, that are external control of the project team.

ID	Dependency
1	IT resource availability
2	Support Services availability for learning material

4.5 Risks

An uncertain event or condition that, if it occurs, has a positive or negative effect on a project's objectives.

ID	Risk	Mitigation
1	Requirements Change	Derive traceability information to assess requirements change impact.
2	Underestimated Development Time	Weekly check-ins with team members to go over progress and roadblocks. Reassess for the impact to the schedule and further risk analysis.
3	Team Member Illness	Adjusting the schedule and tasks assigned to that team member. Rotation and reassignment of roles.

5. Project Overview

Poker Card Game is a virtual poker card game with the intended purpose to serve as a program that CSUSM may use in order for their students to have a source of entertainment while on campus. Our scope revolves completely about delivering a completed poker game which serves the user's needs such as entertainment. The program will have a developed user interface, and include user friendly systems. Our limitations include time, scope management, and organization. Poker programmers primary business objective is to deliver a satisfactory software that is able to fulfill CSUSM's desire to provide entertainment to their student body.

6. Statement of Work

Poker Programmers and CSUSM will work closely together through frequent meetings on Microsoft Teams with the utmost expectation to create a satisfying poker software. The programming team will cooperate with the acquirer to meet the certain requirements.

6.1 Communication

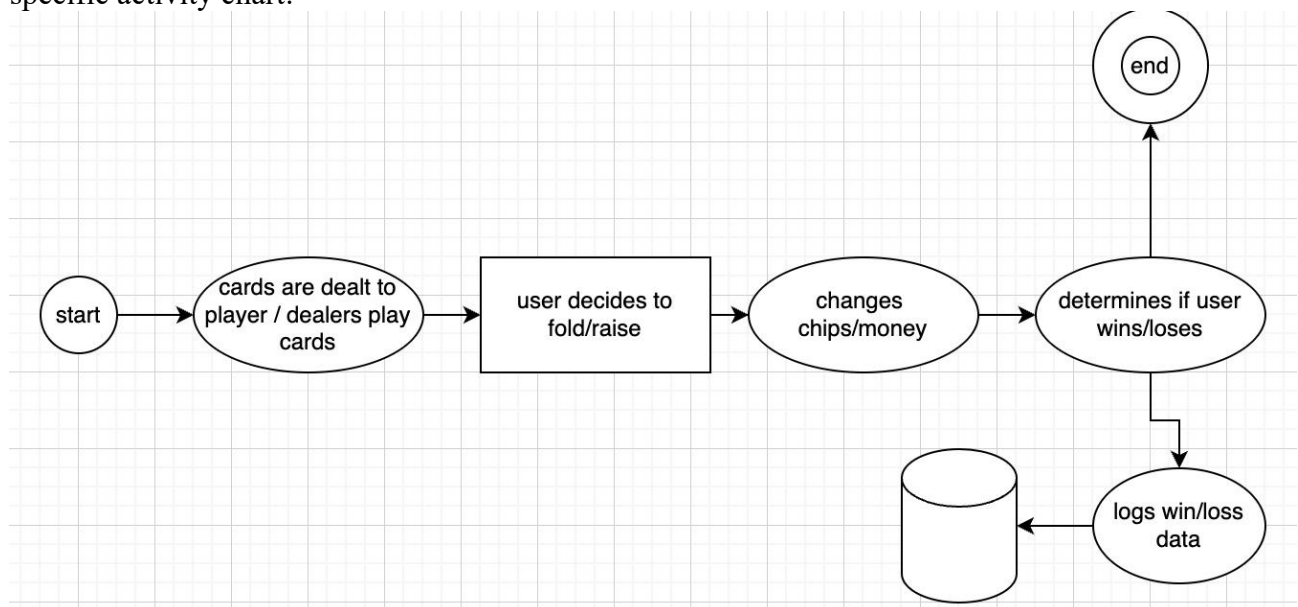
In order to maintain proper communication throughout the project duration, our team plans to have a weekly check-in either in person or through Microsoft Teams Video Meetings. In these check-ins, our team will discuss current progress, roadblocks if there be any, and future plans. In order to address specific concerns, we will have one-on-one meetings either in person or online in order to address those concerns with the appropriate person, whether that be another group member, a peer, or a professor. In addition, our team will maintain good communication through our Discord chat for only our group where we can ask each other questions and give updates anytime. The team also shares a shared list of outlines and objectives for the project.

6.2 Dependencies and Constraints

External factors, such as dependencies and constraints, could potentially impact this project. As the project progresses, future dependencies include IT resource availability and support services availability for learning the material in order to complete the project. One known constraint includes time as a result of the deadline for when the project will be due in class. Our team will be determined to practice time management in order to avoid this constraint affecting the final outcome of this project. There are no other known constraints for this project known at this time.

6.3 Design, Development, and Implementation Methods

For building the project, the IDE to be used is Eclipse. We will use Github to synchronize the development of the project and to back up project data. Our team follows the incremental model of software development in order to maximize the efficiency of the software development process, it will allow us to effectively use our limited amount of time. CSUSM will be the intellectual owner of the design documentation and will be reviewed by our programming group. We will follow a strict design that follows this specific activity chart:



6.4 Change Management

This project will implement a detailed and strict change management policy. Each phase will start with the development, review, and check-in of a requirements document. After the requirements documents have been approved, any substantial changes of 15% or greater to the scope or request for unplanned resource(s), must be formally requested through a document indicating those changes to the rest of the team. That document is to be reviewed for the impact to the schedule and further risk analysis.

7. Technical Requirements

Technical requirements for Poker Card Game include that the acquirer has a computer with an operating system installed and sufficient space in memory to be able to store the product on that computer. The supplier Poker Gamers require systems that are able to run the Java IDE Eclipse alongside an internet connection that is capable of accessing Github to cooperate with other team members.