CSCI 3130 Group 6   
Project Charter

Version 3

Document Project Charter  
version: 3

REVISION DATE: [7/29/2014]

DATE: 5/15/2014

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| --- | --- | --- | --- |
| **Approver Name** | **Title** | **Signature** | **Date** |
| Robbie Mundle | Developer | Rob | 5/15/2014 |
| Nasser Al-Maadeed | Developer | Nasser | 5/15/2014 |
| Arnold Zoundi | Developer | Arnold | 5/15/2014 |
| Yucheng Liu | Developer | Yucheng | 5/15/2014 |
| Robert Jake Boyle | Developer | Jake | 5/15/2014 |

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# Project Overview

## **1.1 Problem Statement**

We are required to develop an educational piece of software in the form of a Minecraft game modification. The software must have relevant value to students in Nova Scotia, Canada as an interactive learning tool.

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## **1.2 Project Description**

We will use a farming simulator to increase awareness of the social and economic difficulties faced by American farmers during the mid 1800s. Specifically class discrimination, land ownership costs, taxes, effects of imported crops on sales, and railroad transport costs.This will be completed as a Minecraft modification to the original game.

## **1.3 Project Goals and Objectives**

Business Goal: Create a modification of Minecraft to increase awareness of human suffering in a historical context. The piece of software should be useful for educational purposes to show the difficulties that American farmers faced during the mid 19th century.

Main Objective: Give an opportunity to learn about the struggles of mid 19th century farming in the context of a farmer renting their land. The farmer will have to deal with land payments which may be dependent upon a fluctuating market of imported crops.

## **1.4 Project Scope**

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| **Project Includes** |
| Possibility to manage a farm. |
| Possibility to have constraints such as rent price fluctuation. |
| Possibility to react towards the constraints. |

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| **Project Excludes** |
| Computer bots that mimic other farmers and citizens. |
| Multi-player Capabilities. |
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## **1.5 Critical Success Factors**

For this project, the critical success factors are fully functioning and tested game that allow for each user story to be fully completed. These identified user stories are:

1. The ability to make or buy farming tools to help with managing your farmland.

2. The ability to be charged for rent and other expenses that come with monthly factors.

3. The ability to deal with price fluctuations.

4. The ability to access and use irrigation tools to help my crops grow.

5. The ability able to see the status of the farm.

6. The ability to see the daily weather forecast.

7. The ability to change the game difficulty.

## **1.6 Assumptions**

We assume that we will be able to meet with the client every Tuesday and Thursday from 5:30pm - 7pm to give progress updates and clarification on any aspects of the project. All team members will also be available during these scheduled meeting times with the client. If members are not available, they will inform the team that they will not be present. We assume that the client will provide a copy of Minecraft for our team to work with during development of the project. We assume that there will be a total of three iterations to complete the project, and all user stories will be completed within these iterations. The client will be available before the end of the semester to meet for a presentation of the final deliverable along with a meeting after the completion of each iteration.

## **1.7 Constraints**

Our project is constricted to be completed upon the end of the summer 2014 semester, which is scheduled to end by July 31st. There is no budget for this project, so any instances where money will be needed will be excluded. Our resources are limited to the project team, and YouTube instructional videos. The project development must use Subversion, Junit, Ant, GitHub, Java Docs, and Eclipse. The project must also be created to be used as a modification to the original game Minecraft.

# Milestones

## **2.1 Project Milestones**

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| **Milestone/Deliverable** | **Target Date** |
| Player has farming tools of the era to help with my farm’s needs. | 06/07/2014 & 07/07/2014 |
| Player is charged fees at the end of the month for basic needs, such as food, rent, supplies, children’s needs, as this will show the difficulties facing farmers in that time period. | 07/3/2014 |
| Player can see the status of my farm and the daily weather condition. | 07/30/2014 |
| Player is able to change the difficulty while playing the game. | 07/30/2014 |
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# Project Organization

## **3.1 Team and stakeholders**

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| --- | --- | --- |
| **Name** | **Role** | **Email** |
| Jake Boyle | Developer | Robert.Jake.Boyle@dal.ca |
| Robbie Mundle | Developer | Rb581409@dal.ca |
| Yucheng Liu | Developer | Yc885892@dal.ca |
| Nasser Al-Maadeed | Developer | Ns404998@dal.ca |
| Arnold Zoundi | Developer | ar243404@dal.ca |
| Daniel Yule | Client | Yule@cs.dal.ca |
| Sahil Kharidia | Client | Kharidia@cs.dal.ca |
| Huiyuan Zhou | Client | Hzhou@cs.dal.ca |
|  |  |  |

## 

## **3.2 Roles and Responsibilities**

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| **Role** | **Responsibility** |
| Developer | Project team is responsible for development, documentation, testing and managing the code. |
| Client | Is responsible for high level feedback and direction for the project team. |
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## **3.3 Project Facilities and Resources**

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| **Resource Requirement** | **Responsibility** |
| Facilities | Client has allowed for LINC in the Killiam Library every Tuesday and Thursday from 5:30-7 pm. Any other meeting times facilities will be booked through the project team. |
| Laptop Computer | Of each member of the project team to have their own personal laptop computer to be used for development. |
| Minecraft Key | Faculty of Computer Science Dalhousie is responsible for providing a key for the project team. |
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# Glossary

*Define all terms and acronyms required to interpret the Project Charter properly.*

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| **Term / Acronym** | **Definition** |
| Project Charter | A document issued by the project initiator or sponsor that formally authorizes the existence of the project, and provides the project manager with the authority to apply organizational resources to project activities. |
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# Revision History

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| **Version** | **Date** | **Name** | **Description** |
| 1 | 6/09/2014 | Version 1 | The first version of our team charter. |
| 2 | 7/2/2014 | Version 2 | Updated version with new information determined from iteration 2. |
| 3 | 7/29/2014 | Version 3 | Updated version with new tasks and information determined from iteration 3. |
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# Appendices

**Appendix 1: User Stories**

1. As a player I want to have farming tools of the era to help with my farm’s needs.
2. As a player I want to be charged fees at the end of the month for rent requirements, as this will show the difficulties facing farmers in that time period.
3. As a player I want to have access to irrigation tools to help my crops grow.
4. As a player I want to be able to see the status of my farm.
5. As a player I want to be able to see the daily weather forecast.
6. As a player I want to be able to choose a difficulty setting.

Unimplemented User Stories:

As a player, I want to have to deal with price fluctuations on crops.

Reason: We felt that it wasn’t necessary to control rent and crop prices, so we focused our efforts on rent fluctuations instead.

As a player I want to be able to expand my farm in order to make more profits.

Reason: This function is already native to Minecraft.