

PROJECT PLAN FOR KING OF TOKYO

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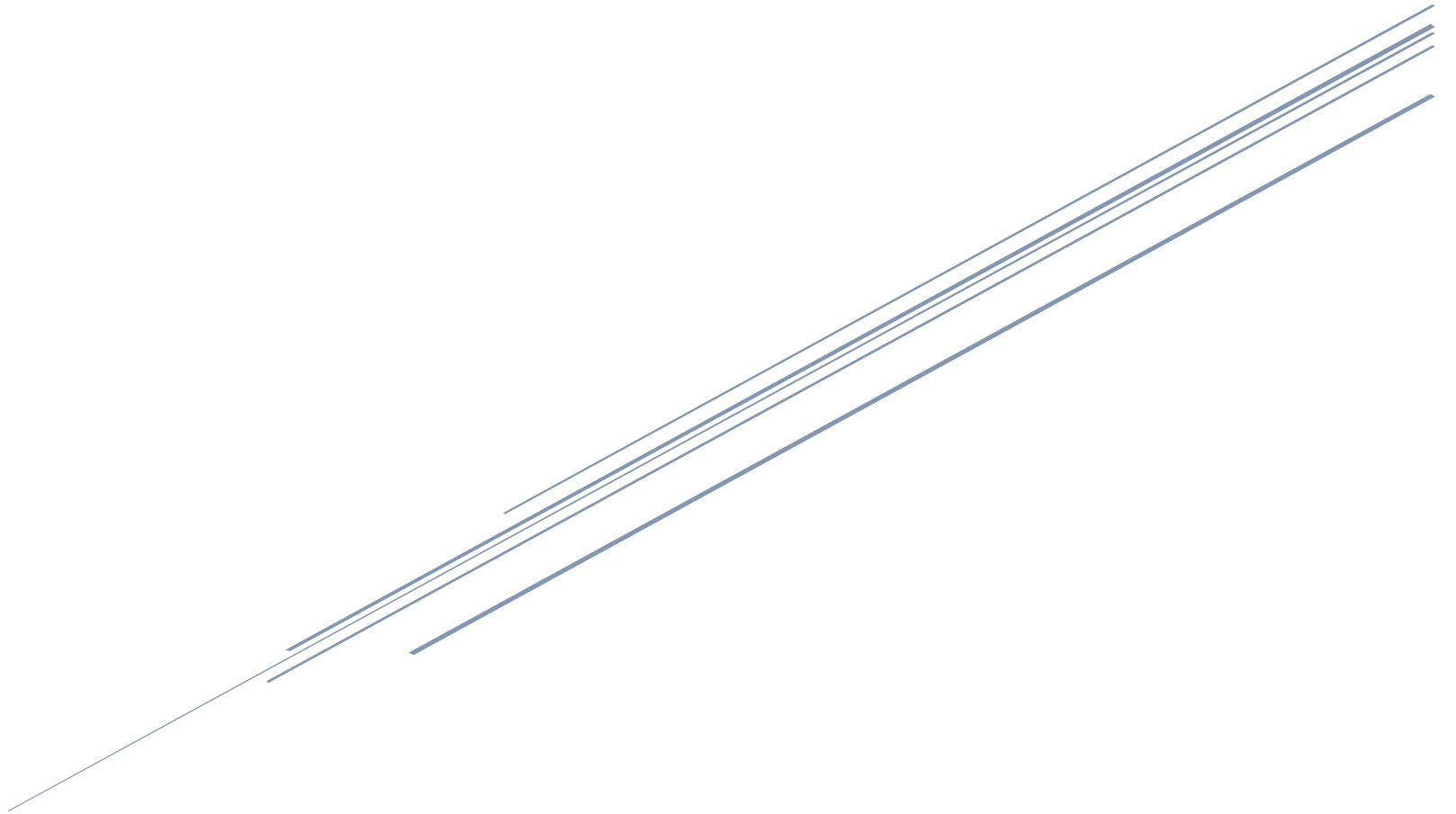


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1. Overview

King of Tokyo is a digital game that brings to life, in the graphical sense, the most enjoyed features that the traditional boardgame provides. Users will be able to choose their beloved characters such as Cyber Kitty, Cyber Bunny, among others, to face off each other in the attempt to become the King Of Tokyo. It aims to attract mainly young adults and kids which tend to play more computer games over actual board games. However, anyone older than three years of age can play the game if they have access to a computer or mobile device and internet.

2. Goals and Scope

2.1 Project Goals

Functional Goals:	Priority:	Description:
<ul style="list-style-type: none">Identify all the different components that the game requiresDesign the identified componentsCreate the layout of the game	High	The game will bring most of the same features as the board game. These features need to be identified and redesigned to deliver the best possible digital game experience.
Technological Goals:		
<ul style="list-style-type: none">Choose the software that will be used to create the game (ide, coding language, etc.)	Medium	Choosing the right software to work with in the development of the game is crucial to be able to deliver the game in a timely manner.
Quality goals:		
<ul style="list-style-type: none">Graphical interface	Medium	The way the game looks on the screen must be optimal in order to attract and maintained users.
Extra Features:		
<ul style="list-style-type: none">Card skinsPlayer customization	Low	These features enhance the game experience but are not essential for the game functionality

2.2 Project Scope

This game will bring most of the key features of the original board game but with fewer options to PCs and mobile devices; it is not a replica of the original board game. The game will only have Tokyo City and will not have Tokyo Bay (That could change in future updates). The deck of cards will have only 10 cards that will be pulled from a pool of 15-20 cards. There will be no Tokens in the game.

3. Organization

The organization will consist of 3 core developers: Jon Ham, Aurelio Torres, Lam Nguyen. Each will have their own responsibilities in regards to the project but similar in the type of responsibility. The issue with the internal project organization is that while programming the logic might be manageable, the design aspect will be lacking. As the project progresses it will most likely be self-contained, in that there won't be any outside dependencies required for the project to run.

3.1 Organizational Boundaries and Interfaces

The software is currently Work in Progress in a virtual environment (IDE). We hope to further bring this game into a more tangible reality (e.g. Mobile, PC). Clients and those interested in playing the game will be affected by the availability of the game through different mediums - The game must be run with its source code through an interpreter. At the moment, there is no parent or child organization running the development of the software and therefore is not relevant to this project. Administrative and managerial lead will deal with time constraints and the organization itself.

3.1.1 Resource Owners

No further resources required for this project. All development will be handled in personal computers of the developers.

3.1.2 Receivers

Clients, QA Testers

3.1.3 Supplier

Company: Contact	Deliverable	Comment
JetBrains	IDE	The program used to implement and run the logic of the game
iEllo Games	Original Board Game	Inspiration for creating the software

3.1.4 Cross Functions

Function	Dept.: Contact	Responsibility / Comment
Developer	Jon, Lam, Aurelio	Development process of bringing board game to software
Task Organizer	Lam	Creating Gantt Chart and keeping members focused and on task within the given time frame
Quality	Jon, Lam, Aurelio	Testing and implementing revisions through the development process

3.2 Project Organization

The project is broken up into small installments of deliverables. Starting from scratch, we will implement all necessary elements and objects (e.g. characters models, cards, board, city, player). Then we will move onto the logic of simulating the turn-based gameplay of the board game. The logic required for the full game will be broken up into stages: 1) Setup 2) Implementation 3) Testing

3.2.1 Project Manager

Role	Organization: Name
Project Manager	Jon Ham
Technical Project Mgr.	Aurelio Hueletl Torres

3.2.2 Project-internal Functions

See Section 3.1.4

3.2.3 Project Team

Organization: Name	Availability	Comment
Jon Ham	Tuesday / Thursday / Sunday	N/A
Aurelio Hueletl Torres	Friday	N/A
Lam Nguyen	Thursday / Friday	N/A

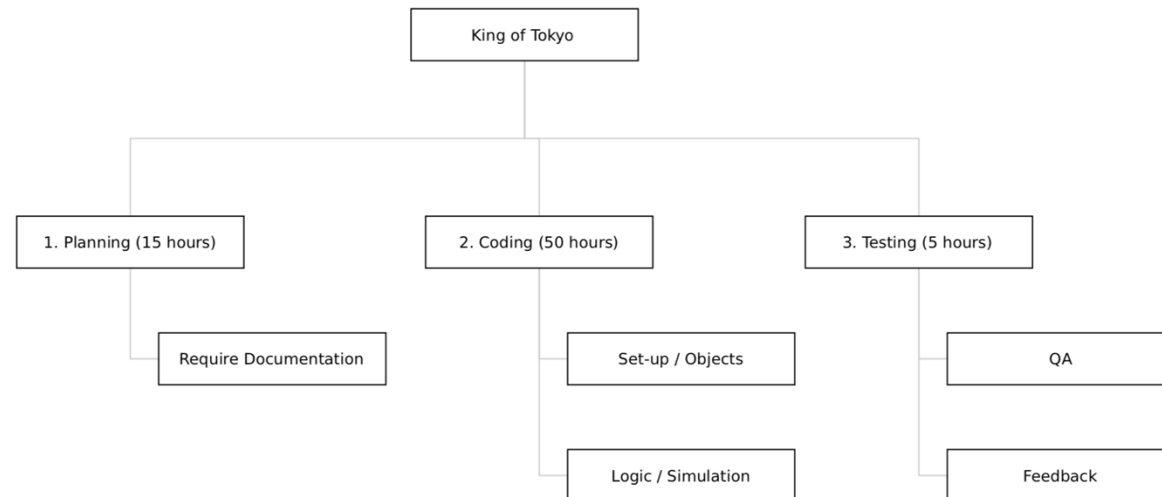
3.2.4 Steering Committee

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The Steering Committee of the project is responsible for deciding the priority of producing deliverables and manages the general course of the software in development. The SteCo consists of the following members: Jon Ham, Lam Nguyen. Jon is responsible for the overall direction of the software and how the build-up of the program while Lam is responsible for the structure within the time-frame of the development cycle.

4. Schedule and Budget

4.1 Work Breakdown Structure



4.2 Schedule and Milestone

Timeline Chart : Click here for the full file [Gantt Chart - 1](#)

More Timeline Chart: [Gantt Chart - 2](#)

4.3 Budget

	Budget for Period in US\$				
Category	Start Research- Start planning	Start planning- Start implementation	Start implementation - Start testing	Start testing - Release product	Release product- Close project
Human Resources (internal)					
Human Resources (external)					
Purchases (COTS)	35				
Equipment					
Premises					
Tools					
Travel costs					
Training					
Review activities					

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Other		5			
Total	35	5			
Total cumulated	35	40	40	40	40

4.4 Development Process

4.5 Development Environment

Item	Applied for	Availability by
Methods		
Tools		
Draw.io	Design	Start planning
Languages		
UML	Design	Start planning
Java	GUI	Start implementation

4.6 Measurements Program

5. Risk Management

Risk will be defined as time-cost to develop the entire software to publish. The time required to finish the project may vary due to unexpected circumstances and therefore extra time must be accounted for. This procedure will take place during the planning stage of the project. The Project Manager and Task Organizer will be responsible for assessing the risk of the development cycle. Risk will be repeatedly assessed during each phase of the project implementation (i.e. after planning, after each deliverable, after each test). The risk will then be communicated directly to the developers of the project and they in-turn will incorporate the information into their project application. The developers will counter with a predicted deadline to match the risk based on the Project Manager/Task Organizer's projections.

6. Communication and Reporting

Type of Communication	Method/Tool	Frequency /Schedule	Information	Participants/Responsibles
Internal Communication				
Project Meetings	Phone group chat	2 days a week	Project status, problems, Risks, documentation updates	Major Manager Project Team Quality Assurance
Sharing of project data	Github Trello Google Documents	2 days a week	All the documentation reports And ideas sharing	Major Manager Project Team Quality Assurance
Milestone Meetings	In person	2 days a week	Project status	Major Manager Project Team Quality Assurance
Final Project Meeting	In person	Release Product	Final Presentation	Major Manager Project Team

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				Quality Assurance
External Communication and Reporting:				
Project Documents	Report	Weekly	Documentation Deadlines	Major Manager Project Team Quality Assurance

7. Delivery Plan

Deliverables:	Date:
Understanding the game	9/30/19
Risk Management Plan	10/3/19
Project Plan	10/3/19
Type of code and different properties	10/5/19
Interface Layout and design	10/17/19
Usage of game	10/21/19
Possible procedure to create game	11/4/19
Game decision	11/6/19
Code choice and language choice	11/16/19
Procedure path decision	11/20/19
Choice of development program	11/15/19
Creation of sprites	11/15/19
Image handler	11/23/19
Sound handler	11/28/19
Input handler	11/23/19
Logic handler	11/23/19

Coding	12/2/19
Self testing	12/3/19
Integration testing	12/3/19
Validation testing	12/3/19
Performance testing	12/3/19
Final Product	12/5/19

8. *Quality Assurance*

Ensures quality standards of the product creation and product updates of documents and implementation.

9. *Security Aspects*

This application prioritizes system security as the most important security feature for this project. The developers want to make sure that users cannot hack to the system and change any functionalities of the game as long as stole other users' information. Accessibility would be the second important thing because the both PC and MAC users should be able to get access to the game.

10. *Abbreviations and Definitions*

Acronym or Abbreviation	Definition
GUI	Graphical User Interface presents an easy-to-use visual display to the user
vp	victory point
hp	health point

11. *References*

11.1 *Physical board game: How to play King of Tokyo*

11.2 *Vision Document*

11.3 *King of Tokyo board game*

12. *Revision*

Date	Version	Description	Author
9/27/2019	<1.0>	Initial draft	Jon Ham, Lam Nguyen, Aurelio Hueletl Torres