Team 2

Project Charter

CITC 2335

10/4/24

**Scope:** Learning game development and project management skills to develop a text-based adventure game. The game scope will be limited to a browser-based application with potential to expand with graphical capabilities.

**Objectives:**

* Complete playable and mobile responsive game by end of project deadline.
* Maintain regular contact and establish weekly goals to complete as a team.
* Design UML program document and design UX for program

**Game Features:**

* Explorable map with locations
* Locations have descriptions and links to other locations
* Locations may contain items or events
* Inventory system
* Items have descriptions and can be used for puzzle solving.
* Puzzle solving mechanics
* Locations may change based on game state or item collection

**Timeline:** 10 weeks, ETA December 9th.

* Design: 1-2 weeks
* Prototyping: 1-2 weeks
* Development: 3-5 weeks
* Testing: 1-2 weeks.

**Communication Plan:**

* Regular communication and documentation: Discord server
* Announcement and emergency contact: Text group

**Technology and Resources:**

* Environment: Node JS
* Libraries: Pixi.js, Handlebars.js,
* Version control: Git & GitHub

**Document Management:** Google Drive