Project Plan

- **Names and emails of all team members:**
    - Logan Warren (law234@pitt.edu)
    - Josh Sitler (jjs271@pitt.edu)
    - Luke Cusato (LUC59@pitt.edu)

- **Introduction:**
    - Why did you choose this project?
        - Logan Warren - I chose this project because it most closely aligned with my interests. I have also spent around 3-4 years in cyberpatriots where I was on the other side of the project and working through escape rooms and would like to work on some instead.
        - Josh Sitler - Incorporates my area of study with my liking of logic puzzles and escape rooms. Should be a fun project.
        - Luke Cusato - I chose this project as I was initially placed in it. But apart from that, the concept of logic puzzles and cyber security excites me.
    - Why is this project important?
        - In the current climate, cybersecurity is going to be a more pressing issue. More people are going to need to get into it and we need to make the entry as entertaining as possible to get people interested in the subject

- **Challenges:**
    - What are some of the expected [technical] challenges?
        - Incorporating all previous escape rooms into one unified platform for access
        - Incorporating hardware aspects to all three escape rooms
        - Creating detailed documentation for each escape room. Such as startup, and play through
    - How do you plan to address these challenges?
        - We plan to normalize the naming convention and sorting / going through all the files to figure out what the state of the previous projects are in. From there we plan to work our way through each project one at a time, setting it up to be accessible via a platform that all 3 can run on.

- **Deliverables:**
    - What will you deliver to the stakeholder(s) at the end of the semester?
        - Delivering a completed and accessible platform for all three of the previous escape rooms.
        - Implement improvements to the previous projects, while also creating a way to incorporate hardware across all three projects

- - - ■ Have detailed descriptions of every aspect of the escape rooms. From how to set them up to how to play them and include walk throughs.
- **List of resources:**
  - List any resources you will need/use in this project
    - GitHub, VSCode, Figma (Wireframes), Trello, Google products
    - Previous hardware pieces from the three projects

- **Responsibilities:**
  - Each team member's responsibilities / roles within the project
    - We will meet each week and evenly distribute workloads amongst the three members on the team. We will try to tailor work to each member's skill set, while also leveling out the workload evenly.

- **Initial Timeline:**
  - Week of 9/14 (pre-sprints):
    - 0.1) Gather client requirements
    - 0.2) ...
  - Week of 9/21 (Sprint 1 - Week 1:
    - 1.1/1.2) Upcoming goals
      - Standardize the naming convention of files
      - Standardize file structure
      - Play games
      - Understand hiccups
        - Identify pain point (why is this a hiccup? Is this functional? Non-functional?)
        - Identify root cause
        - Propose ideas for solution(s)
      - Document the timing of gameplay
  - Week of 9/28 (Sprint 1 - Week 2):

  - Week of 10/5 (Sprint 2 - Week 1):

  - Week of 10/12 (Sprint 2 - Week 2:

  - Week of 10/19 (Sprint 3 - Week 1):

  - Week of 10/26 (Sprint 3 - Week 2):

  - Week of 11/2 (Sprint 4 - Week 1):

  - Week of 11/9 (Sprint 4 - Week 2):

- Week of 11/16 (Sprint 5 - Week 1):

- Week of 11/30 (Sprint 5 - Week 2):

- Week of 12/7 (Presentations Week):