Project Plan

For

*Illuminati Board Game*

Distribution:

Lucky7

Abel Acosta

Saul Hernandez

Aaron Clayton

Jesus Perez



Table Of Contents

[**1 Overview**](#_5jvs62jc9d0r) **3**

[**2 Goals and Scope**](#_jdm7b050mc04) **3**

[2.1 Project Goals](#_lo0ydyub7axg) 3

[2.2 Project Scope](#_8s428xnjejh8) 3

[2.2.1 Included](#_pjn3ea9vuuv7) 4

[2.2.2 Excluded](#_8s428xnjejh8) 4

[**3 Organization**](#_eq65n9na58sy) **4**

[3.1 Organizational Boundaries and Interfaces](#_ogt2636oj0rk) 4

[3.1.3 Resource Owners](#_rcqnudtw1kfw) 4

[3.1.4 Receivers](#_knhv7njy56iv) 4

[3.1.5 Sub-contractors](#_5wa1uqhvsswb) 4

[3.1.6 Suppliers](#_78smmro68qvx) 4

[3.1.7 Cross functions](#_70shqt33g24j) 4

[3.1.8 Other Projects](#_6ak0yqck9otd) 4

[3.2 Project Organization](#_g2tr7pho3ar8) 4

[3.2.1 Project Manager](#_sau14aga4nj3) 4

[3.2.2 Project-internal Functions](#_7nxmf3e0q81r) 4

[3.2.3 Project Team](#_bntoo2q0lumc) 4

[3.2.4 Steering Committee](#_gmajo2karcs1) 4

[**4 Schedule and Budget**](#_fu9k1r1e9062) **4**

[4.1 Work Breakdown Structure](#_7lc04mr4jcc5) 4

[4.2 Schedule and Milestones](#_3rvpw0o5kgok) 4

[4.3 Budget](#_93dw3z8lohgf) 5

[4.4 Development Process](#_y85szrlvi4n6) 5

[4.5 Development Environment](#_dbireka9ghd6) 5

[4.6 Measurements Program](#_krxme24bynkr) 5

[**5 Risk Management**](#_8lp12rdedtan) **5**

[**6 Sub-contract Management**](#_ch8euj47js85) **6**

[**7 Communication and Reporting**](#_jhmx5hctqac1) **6**

[**8 Delivery plan**](#_eunralvl8vs3) **6**

[8.1 Deliverables and Receivers](#_p3fdu0dyshkw) 6

[**9 Quality Assurance**](#_goxzno2l6g5q) **6**

[**10 Configuration and Change Management**](#_yilswfuvz5j) **6**

[**11 Security Aspects**](#_uoi1ams1ej5g) **6**

[**12 Abbreviations and Definitions**](#_d9jz7ow7jd) **6**

[**13 References**](#_kg84ovc95pha) **6**

[**14 Revision**](#_4nut3jwdovrw) **6**

## 1 Overview

The purpose of IBG to provide a seeming new game experience to the millennial demographic. This game will allow the player to become a member of a mysterious clandestine society where they will engage other organizations in an epic power struggle in attempt to take over the world! IBG plans to delivery a modern rendition of the classic illuminati card game from the 80’s. Although the development cost is still unknown, it should be considerably low since most of our team is unemployed and we can’t afford to create a triple A game. Rather, you should expect a simple 2D game that can be created within one month. Thus, the game will be developed by Lucky7 games.

## 2 Goals and Scope

### 2.1 Project Goals

The goal is to create a digital 2d version of illuminati card game that will fill the niche for a millennial strategy games.

### 2.2 Project Scope

The Illuminati board game will be an online implementation of the 1982 card game Illuminati. IGB will expand on the original game by including modern features such as online multiplayer, single player vs AI, and animated GUI. With these features, we hope to create a product the will be considerably attractive to the millennial audience.

### 2.2.1 Included

* Online multiplayer
* Single player vs AI
* Modern graphics and visuals

### 2.2.2 Excluded

* Compatibility with non PC platform

## 3 Organization

The project will be developed by the Lucky7 team. The team will be guided by Professor Giacalone and his assistant Yash.

### 3.1 Organizational Boundaries and Interfaces

The project will use Java as its main framework. The project is dependent on Lucky7 to manage and build the project. They are responsible for delivering a working product to the users. Lucky7 is the only entity that will determine the development of the application; however, the Professor and his assistant will provide guidance.

### 3.1.3 Resource Owners

Lucky7 is entitled to all rights of the Illuminati Board Game digital version developed. Please see section 3.2.3 for all individual people.

### 3.1.4 Receivers

This game will be available to anyone.

### 3.1.5 Sub-contractors

|  |  |
| --- | --- |
| **Name** | **Role** |
| Professor Giacolone | Counselor |
| Yash | Counselor |

### 3.1.6 Suppliers

|  |  |  |
| --- | --- | --- |
| **Company** | **Deliverable** | **Comment** |
| Oracle | Java | Framework of IBG |

### 3.1.7 Cross functions

|  |  |  |
| --- | --- | --- |
| **Function** | **Dept. Contact:** | **Responsibility/ Comment** |
| Technology | Software Engineer | Plans and develops project |

### 3.1.8 Other Projects

### 3.2 Project Organization

The project will be laid out into 2 main categories: the UI, and the game mechanics. For the time being, we will pay attention to a command line interface option to interact with the program. However, a GUI version is planned for future development.

### 3.2.1 Project Manager

|  |  |
| --- | --- |
| **Name** | **Role** |
| Abel Acosta | Project Manager |

The project manager will make sure that all components of the project are going according to plan.

### 3.2.2 Project-internal Functions

All internal functions will be handled by the whole team of Lucky7. The project manager will lead and guide the team on what is priority.

### 3.2.3 Project Team

|  |  |  |
| --- | --- | --- |
| **Name** | **Availability** | **Comment** |
| Abel Acosta | Mon, Tues, Wed, Thur, Fri |  |
| Saul Hernandez | Any |  |
| Aaron Clayton | Any |  |
| Jesus Perez | Mon, Tues, Wed, Thur, Fri |  |

### 3.2.4 Steering Committee

|  |  |  |
| --- | --- | --- |
| **Organization** | **Name** | **Comment** |
| CSULB | Professor Giacalone |  |
| CSULB | Yash | Professor’s assistant |

## 4 Schedule and Budget

### 4.1 Work Breakdown Structure

The Project Manager will assign a task to all members of Lucky7. The task might be dealt with by splitting the team, or it might be handled with the entire group. This will depend on the task at hand.

### 4.2 Schedule and Milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **MileStones** | **Descriptions** | **Milestone Criteria** | **Planned Date** |
| **Inception Phase** | | | |
| M1 | Vision Document |  | 6/4/19 |
|  | Encompasses overall strategy and proposal for the project.Will be updated throughout the life cycle of the project. | Needs to reflect the project and its expectations at that moment. |  |
| M2 | Project Plan |  | 6/7/19 |
|  | Outlines timelines expected for project completion and all tasks and subtasks for the the project as a whole.Will be continuously updated. | Specific deadlines for each portion of the project as well as who is expected to work on each portion must be completed. |  |
| **Elaboration Phase** | | | |
| M3 | Use Cases/ UML |  | 6/11/19 |
|  | Use cases are typical actions and their possible or expected outcomes that take place within the software. | Should detail every action that can be taken with the software and the outcomes from those actions. |  |
| M4 | Test Plan |  | 6/13/19 |
|  | Details how each action within the use case document can be verified for its accuracy and correctness. | Should describe a complete process of validation for each module and feature of your software. |  |
| M5 | Flow Chart Diagram |  | 6/18/19 |
|  | Details the higher level overview of the entire project and all of its components. | Effectively detail as much of the higher level functionality of the program. |  |
| M6 | User Manual |  | 6/20/19 |
|  | Describes how to use the software to an end user and serve as a template for the overall design. | Detailed overview of the software, features, and instructions on how to use it need to be included. |  |
| **Construction Phase** | | | |
| M7 | Basic Playability | Basic gameplay implemented. | 7/3/19 |
| M8 | User Interface | Command prompt output design | 7/3/19 |
| M9 | Rule Enforcement/ Turns | Advanced gameplay | 7/3/19 |

### 4.3 Budget

### 4.4 Development Process

Lucky7 will develop each component of the game. Once all the components are built, we will attach them together. The components of the game will be documented in a UML diagram. All of our members will work on whatever the project manager assigns them.

### 4.5 Development Environment

|  |  |  |
| --- | --- | --- |
| **Item** | **Applied For** | **Availability By** |
| **Methods** | | |
| Use Case | Requirements Capturing | M4 |
| **Tools** | | |
| Google Docs | Documents | M1 |
| GitHub | Code | M7 |
| Eclipse | Design | M7 |
| Discord | Communication | M1 |
| **Languages** | | |
| Java | Design | M7 |

### 4.6 Measurements Program

## 5 Risk Management

**Project Risks**

We have determined these major risks for this project:

* Running out of time to deliver the fully realized game
* The final product may not strictly adhere to all of the rules of the Illuminati boardgame.
* Code being convoluted and difficult to comment

**Risk Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **Risks** | **Category** | **Probability** | **Impact** |
| Incompletion |  | 30% | 1 |
| Equipment Failure |  | 20% | 1 |
| Does not adhere to ALL Illuminati rules |  | 90% | 2 |
| Convoluted Code |  | 50% | 3 |
| Less reuse code |  | 50% | 3 |
| Poor Comments |  | 50% | 4 |

**Overview of Risk Mitigation, Monitoring and Management (RMMM)**

Our team will attempt to avoid mistakes as best we can. However, As development proceeds our team will identify any new risks and form a contingency plan for each new item which may occur.

## 6 Sub-contract Management

## 7 Communication and Reporting

|  |  |  |
| --- | --- | --- |
| **Date** | **Type of Meeting** | **Reason** |
| Tu, W, Thur | Face-to-face | Team will discuss documentation and updates of project |
| Fri | Voice | Discuss technical project development |

## 8 Delivery plan

### 8.1 Deliverables and Receivers

The product is planned to be delivered on the week of June 24, 2019. The product will be open source available on Github. Anyone will have access to build the project from source.

## 9 Quality Assurance

## 10 Configuration and Change Management

## 11 Security Aspects

For users, they will not need to worry about security since their information will not be saved in a database.

## 12 Abbreviations and Definitions

|  |  |
| --- | --- |
| **Abbreviation** | **Definition** |
| L7 | Lucky7 |
| IBG | Illuminati Board Game |
| ICG | Illuminati Card Game |
| CSULB | California State University, Long Beach |

## 13 References

## 14 Revision

|  |  |  |  |
| --- | --- | --- | --- |
| Rev.  Ind. | Page (p)  Chapt. (c) | Description | Date  Dept./ Init. |
|  |  |  |  |