Project Title: Cloudflare Workers for Gaming
Date: 4/17/2020
Project Manager: Mary Safowah
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Project Scope
Current gaming engine within Cloudflare Worker is not established.

Project Goals
The Cloudflare Workers for Gaming project intends to offer the market a new and advanced game engine. Cloudflare will prepare, create, and implement a structured Gaming Engine that allows coders to spend less time coding but offer the luxury of optimizing the specific game while supporting the basic framework that comes with game creations. Cloudflare Workers for Gaming will allow an easy and advanced software to design games for every coder.

Objectives/Deliverables
- Cloudflare Workers for Gaming will market modern engine that includes; graphics, audio, physics, AI networking and more for game design
- Pitch the idea of a memory management system that automatically deletes objects as next level is created and makes it easier
- Will be available to subscribers of the engine
- Provide access to limited source code to enhance optimization within engine
- Management reporting will be available
- Unique Cloudflare software system that will test and measure the new gaming engine's ability

Project Assumptions
- Cloudflare Workers for Gaming will be completed in collaboration by the "CCflare Initiatives and FlareFireHawks Development" team.
- Prepare a coding test to allow game creator "trial" (beta) exclusively to collect data on the software

Risk and Dependencies
- Lack of resources for beta creation
- Scope creep for the development of the beta
- Select number of Managers to review and approve requirements for this market launch

Resource Requirements
- **People**
  - Executive sponsor
  - IT Department
    - PM's
  - Business Analyst
  - Cloudflare Administrator
- **Time**

- o This initial estimate for the Cloudflare Workers for Gaming duration is approximately 3 months

High-Level Milestone and Timeline
- Project Charter Approved: June 4th, 2020
- Initial Meeting: June 12th, 2020
- Identify and document requirements: June 21st, 2020
- "Touchbase meeting": July 1st, 2020
- Finalize Requirements: July 5th, 2020
- Development Completes: August 31st, 2020
- UAT Completed: TBD
- Testing: September 9th, 2020
- Go-live: September 29th, 2020

Stakeholders will work with the Product Managers in voicing issues and requirements for project success