WSOA3004
Group 6 Prototype 1
Project Plan

29 July 2019

Project Overview

The aim of the project is to develop an educational game which familiarizes kids with using a computer, specifically typing on a keyboard as well as improving their vocabulary of the English language. The project requires continuous feedback and iteration, from play testing in order to successfully reach the deliverables.

The projects deliverables are a project plan, a game design document as well as the Unity build of the product. The projects of the project will be monitored through agreed upon deadlines between team members and the project manager.

The following resources will be used to develop the project, a project manager, a designed, a programmer, two artists and laptops running windows, unity and krita.

Resource Materials

- Unity documentation

Project Members and Roles

- **Matthew Morris** – Project Manager
- **Leoake Nkakala** - Designer
- **Alexandros Flerianos** - Programmer
- **Dhannya Mathew** – Visual Artist
- **Talitha James** - Visual Artist

Design Process Model

Eye Spy – Cloud Edition, follows an agile development lifecycle. Where development of the game is an iterative process. Since the game is small and will be developed within one week, the project is designed for development of the game in its entirety within the first iteration, with subsequent iterations being minor changes and tweaks to ensure that the resulting product aligns with the projects goal.

The iteration process is as follows:

Requirements – Define the requirements of each individual and the tasks they will need to perform for the game to be developed. These tasks and requirements are created around the designer and their idea of the game.

Development – each member of the team performs each of their tasks within the agreed upon time, resulting in a collaborative effort and combining to create the complete product.

Testing and Feedback – Once the development is complete. The game is then play tested (preferably by the target audience. If needed, new requirements are created from the feedback resulting in a continuous cycle of design, development and test, until the project is satisfactory.

Project Deliverables

Matthew Morris	
To Do	**Due**
make sure everyone is on track	Daily check in
Make project plan	Thursday
Make game design document	Friday
Make game over screen	Thursday
Make how to play	Friday
Quality Assurance	Friday

Leoake Nkakala	
To Do	**Due**
Music and sounds	
Background music for menus and game over.	Thursday
Button clicks	Thursday
Getting it right	Thursday
Getting it wrong	Thursday
Background music during gameplay	Thursday
Game over sound	Thursday
Car sound	Thursday
Quality Assurance	Friday

Dhannya Mathew	
To Do	**Due**
Art assets	
Road	Thursday
Car	Thursday
Sun and daylight background	Thursday
Moon and night background	Thursday
Main menu background	Thursday

Alexandros Flerianos	
To Do	**Due**
Programming	
Background and road moving across screen	Thursday
Clouds moving across screen	Thursday
Player input in form of characters	Thursday

Talitha James	
To Do	**Due**
9 clouds (Animals)	Thursday

Time and group management chart

Activity	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Design and Planning							
Brainstorming game							
Task creation and delegation							
Minor design adjustments							
Development							
Art Assets							
Sounds and music							
Core game							
Menus							
Compiling game							
Tweaks and fixes							
Testing and Quality Assurance							
Play test							
Build test							

Testing and Quality Assurance

To ensure quality, both the project manager and designer will test the game after each iteration, to ensure the game is true to the original design and is within the vision of the designer. If this is the case the game will also be play tested by third parties, where data and feedback will be collected.