

Project Plan For Illuminati

Distribution:

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Appendix:

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1. Overview

The following is Team 3's proposal for a virtual adaptation of the board game "Illuminati" by Steve Jackson games, motivated by the desire to bring this classic game back into the minds of the public consciousness, at least somehow. We are designing this game for players who love the nostalgic feeling of old school dice games, but also want to experience them in a new medium. The project itself will deliver a new incarnation of the existing board game "Illuminati" to a new audience, for virtually no cost to the consumer. It should only take about three months to implement, and the only organization involved is our school, California State University, Long Beach (CSULB). Thankfully, as this is a singular project, no other projects depend on this project's results, nor do any contribute to our project, either.

2. Goals and Scope

2.1. Project Goals

Project Goal	Priority	Comment/Description/Reference
Functional Goals:	2	Details
Functioning User Interface	2	Buttons on User Interface work Correctly
Card Effects	2	Effects of Cards Trigger Automatically
Computer-Controlled Opponents	2	Computer-Controlled Opponents do their Actions to continue the game.
Human Opponents	2	Able to transition to other human players without modifying the original human player's data.
Turn Transitions	2	Turns should transition once someone's turn has finished.
Business Goals:	4	Details
Market within 3 Months	4	Finish the game and push it to market within 3 months.
Efficient Development	4	Efficiently develop the game and push to market at little cost, but keep the game at high quality.

Technological Goals:	1	Details
Efficient Code	1	The Code should run efficiently, with few, if any, spikes in lag.
Quality Goals:	3	Details
Easy-To-Understand User Interface	3	The User Interface should be well-designed and easy to understand for the average Player.
Fun Rule Set	3	The game itself should be fun enough for the average player to replay endlessly.
Constraints:	5	Details
Time	5	As this is 1 of 5 classes in each of our schedules, finding development time in between classes will be a bit of a challenge.
Getting Used to Unity	5	We have yet to actually complete development on a single project in Unity before, but with sufficient online documentation, we hope to conquer this limitation easily.
Legal Rights to the Illuminati Game	5	We don't actually have the legal rights to the game Illuminati, so the place we push the game to might have some issues once the game picks up attention.

2.2. Project Scope

2.2.1. Included

The Illuminati digital game as an executable that may be run on any hardware released in the past half-decade, running the latest version of Windows 10. It will also include the standard Rulebook of the game as a pdf, in addition to a pdf for how to play our version of the game.

2.2.2. Excluded

Our digital Illuminati game will exclude any physical media, such as the cards, board, or rule book, nor will it include any of the software necessary to run it, such as a current version of Windows 10.

3. Organization

3.1. Organizational Boundaries and Interfaces

3.1.1. Resource Owners

Steve Jackson Games is current owner of the legal rights to the original board game of Illuminati. Additionally, we maintain the rights of this digital version of the game, although we are going to be distributing it on the itch.io platform.

3.1.2. Receivers

Our customers and players will be receiving the final product that we create. This includes anyone who has purchased the game, and people that they end up playing it with.

3.1.3. Sub-Contractors

The only external organizations that we are partnering with is itch.io, who will serve as the digital distribution platform.

3.1.4. Suppliers

Company: Contact	Deliverable	Comment
Unity Technologies	Unity Engine Free	Once sales have exceeded \$100,000, we need to buy a license for Unity pro.

3.1.5. Cross Functions

Function	Dept: Contact	Responsibility / Comment
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Product Management	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for management of product design and overall progress.
Marketing	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for marketing of the product once it has finished development.
Sales	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for the sales of the product once it has shipped.
Service	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for service upkeep of the product once it has shipped.
Training	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for training users in the usage of the product once it has shipped.
Manufacturing	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for the manufacture of the product itself.
Quality	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for quality control of the product throughout all stages of development.
Technology	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for upkeep of technology used in the development and usage of the product.
Supply Management	Canyon Artuz, Katherine Seng, Michael Zaragoza	Responsible for managing the usage of supplies in the product.

3.1.6. Other Projects

Project	Org: Proj Mngr	Dependency	Comment
None	None	None	None

3.2. Project Organization

3.2.1. Project Manager

Role	Organization: Name
Project Manager	Canyon Artuz
Technical Project Manager	Katherine Seng

3.2.2. Project-Internal Functions

Function	Organization: Name	Comment
Quality Assurance	Canyon Artuz	Responsible for quality testing of the shipped product.
System Test Lead	Katherine Seng	Responsible for testing the product's various systems.
Validation Lead	Michael Zaragoza	Responsible for validating the data used in the product.
Configuration Management	Canyon Artuz	Responsible for determining optimal configuration for the product.
Change Management	Katherine Seng	Responsible for overseeing changes in the product.

3.2.3. Project Team

Organization: Name	Availability	Comment
Canyon Artuz	Tu-Th 5 PM - 7:15 PM	Spends adequate amount of time on project, as set by budget.
Katherine Seng	Tu-Th 5 PM - 7:15 PM	Spends adequate amount of time on project, as set by

		budget.
Michael Zaragoza	Tu-Th 5 PM - 7:15 PM	Spends adequate amount of time on project, as set by budget.

3.2.4. Steering Committee

Organization	Name	Comment
Team G	Canyon Artuz	Member is responsible for steering the product during development to become the best it can be.
Team G	Katherine Seng	Member is responsible for steering the product during development to become the best it can be.
Team G	Michael Zaragoza	Member is responsible for steering the product during development to become the best it can be.

4. Schedule and Budget

4.1. Work Breakdown Structure

The Work Breakdown Structure (WBS) is documented in [1].

4.2. Schedule and Milestones

Milestones	Description	Milestone Criteria	Planned Date
M0	Start Project	Vision Document	<2020-02-04>
	Project goals and scope defined by team members	Vision Document created and reviewed	<2020-02-14>

M1	Start Planning	Project Plan	<2020-02-15>
	Breakdown of technical features and documentation of our Illuminati game	Proposal reviewed, Project goals and scope reviewed	<2020-02-28>
M2	Start Execution	Use Cases User Stories	<2020-02-28>
	Outline of all possible expected outcomes to occur throughout the course of the project	Requirements agreed, Project Plan reviewed and appropriately revised, resources committed	<2020-03-06>
M3	Confirm Execution	Program Flow Chart	<2020-03-06>
	A higher-level overview of possible expected outcomes that were not fully outlined in either our use cases document or user stories document	Game programming begins using Unity engine, Architecture reviewed and stable	<2020-04-03>
M4	Start Introduction	Test Plan User Manual	<2020-04-03>
	Documentation of every technical feature of our project and a user manual for consumers unfamiliar with our Illuminati game	Game programming completed through the Unity engine, draft final documentation	<2020-04-30>
M5	Release Product	Final Project Demonstration	<2020-05-01>
	Release of our Illuminati game online to Itch.io	Public release of the game followed by an in-class presentation	<2020-05-11>
M6	Close Project	End of CSULB's Spring 2020 semester	<2020-05-11>

4.3. Budget

Category	Budget for Period in USD (\$)					
	M0-M1	M1-M2	M2-M3	M3-M4	M4-M5	M5-M6
Human Resources (internal)	0	0	10	0	0	0
Human Resources (external)	0	0	10	0	0	0
Equipment	0	0	0	50	0	0
Licenses	0	0	0	0	0	0
Total	0	0	20	50	0	0
Total accumulated	0	0	20	70	70	70

4.4. Development Process

For this project, we are primarily following a Unified Process throughout all of development; thus, our stages are sectioned accordingly as Inception, Elaboration, Construction, and Testing phases. We have allocated interphases within these main stages to dedicate work on our project, mostly in the Inception and Construction phases.

4.5. Developmental Environment

Item	Applied for	Availability by
Methods		
Use Case / User Stories	Requirements capturing	M0
Tools		
Itch.io	Product distribution	M0
Unity Engine	Design	M2

Languages		
UML	Design	M3
C#	Game programming	M3

4.6. **Measurements Program**

Type of Data	Purpose	Responsible
Number of changed requirements	To assess whether we were able to follow our original Vision Document as closely as possible	Project Manager
Number of document revisions	To assess whether we were able to follow our original documentation as closely as possible	Project Manager
Number of test runs of the game before final presentation	To assess the achievement of game programming requirements	Technical Project Manager
Performance data	To assess the achievement of project requirements	Technical Project Manager

5. **Risk Management**

- Late delivery: The project may take longer than our time of delivery because technology may not work with our product or deviations may occur due to errors and enhancements. Our team will be responsible for addressing reasons why there will be a late delivery for the finished product.
- Change in requirements: If we received any changes from the stakeholders about the project, then depending on how much progress we have on it, our team will take some time to adjust the project to meet the new specifications. This may cause our product to not be finished before the deadline or possibly to be redesigned, starting again from scratch.

- Deviations from project or software engineering standards: If any deviations such as bugs in the code, improvements from the original design, or conflicts in software engineering standards and habits were to happen, the team will have to address those immediately. This kind of risk will put us in a situation where we might not make the expected delivery date or internal conflicts with team members, which will end in with a project failure.

6. Sub-Contract Management

Company	Contact	Subcontracted Work
Itch.io	Twitter: itchio Email: support@itch.io	Itch.io will allow us to upload our finished product to their platform for players to download.

7. Communication and Reporting

Progress Reporting

Our team will use GitHub as our source to communicate any progress report on the product. Files will be pushed to GitHub so team members can all have access to the same files to collaborate on.

Inter-team Communication

Our team will use Discord, a social media app, to communicate any questions or suggestions about the project, which will be done informally. This is a great way to communicate, since all team members have conflicting schedules that prevent most in-person meetings.

8. Delivery Plan

8.1. Deliverables and Receivers

Our team will be distributing this project via Itch.io, a website where players can download games on their computers for free. Our product will be uploaded there for players who want to party up with family and friends and who may not want to go out of their way to spend any money on cheap entertainment.

9. Quality Assurance

Our team will make sure that the project is designed and implemented as we originally in this document. If any deviations were to occur, we will fix those deviations to keep on track with the progress of the project. However, if the product needs any enhancements or has any errors in any stage of the product's development, we will go ahead and make those changes to maintain quality assurance.

10. Configuration and Change Management

It is the responsibility of each team member to identify and control major software changes that will affect our Illuminati game. We will be developing our game through Unity and must ensure that our Unity engine is compatible so as to avoid issues between individual versions. Furthermore, we must ensure that our game is executable on the appropriate Windows and macOS operating systems series.

11. Security Aspects

The details of our Illuminati game project will be kept confidential and private to only the members of Team G, and our class professor Anthony Giacalone. All publication of our game, both code and documentation, will be made through our private Github repository until we are ready to release our product in all its entirety to website Itch.io. We will be sharing and maintaining the Itch.io account for publishing our game. This account is going to be primarily moderated by our project manager, who is also responsible for our game's contact handles. The contact handles for our game will be posted publicly and be regularly maintained so we can prevent issues of impersonation by third-party sources.

12. Abbreviations and Definitions

CSULB	California State University, Long Beach
MNGR	Manager
ORG	Organization
PROJ	Project
USD	United States Dollar

13. References

- [1] Work Breakdown Structure for Group G's Illuminati game