

Project Plan

Pixel Pursuit



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1. Project assignment

1.1. Context

In recent times, the gaming community has seen a substantial increase in participants, a surge partly attributed to global lockdowns and increased internet accessibility. Consequently, the niche of speedrunning – a specialized approach to gaming where the goal is to finish a game or specific sections of the game as fast as possible – has gained noticeable attention. Gamers commonly showcase these rapid playthroughs on streaming platforms like YouTube and Twitch.

Finding a specific speedrun video on big platforms like YouTube or Twitch can be a real hassle because there's so much other content. A dedicated app that lets you easily sort and filter through speedruns could be a game-changer for fans and speedrunners.

1.2. Project goal

The project's goal is to make a web application where users can upload their speedrun tries to keep track and compete with others. I am also making a desktop application for administrators to check if these runs are legitimate or not. Plus, admins can use the desktop app to manage members, games, and what gets uploaded, by either adding, deleting, or updating them.

1.3. Scope and preconditions

Inside scope	Outside scope
1. Desktop app: admin management of uploaded runs	1. Uploading runs and changing them
2. Web app: good upload environment for gamers	2. Buying games and reviewing them

1.4. Strategy

For this project, I chose the waterfall strategy for the following reasons:

- Fast gathering of the requirements
- Working in phases for the project: documentation, programming, design, testing
- Easy to use, easy to understand

Justification:

- Good technical process happening quickly
- Finishing off one phase giving me a chance to work cleaner

1.5. Research questions

How does my project help its future users?

My website is a good place for speedrunners to upload their runs so they can compete against other players, they can keep track of their runs and they can check other players' runs and try to become better than them.

How does my project help a user to become better?

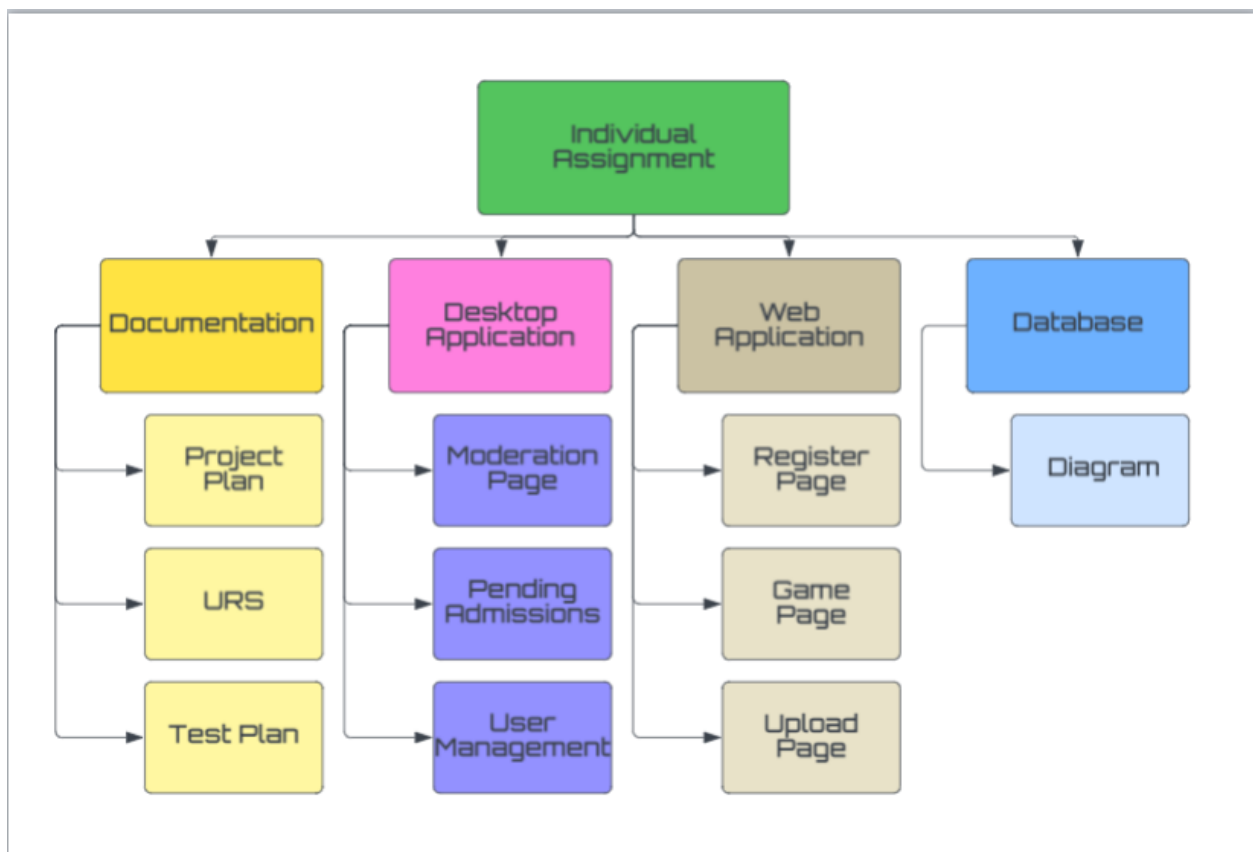
When a player checks another player's submission, they can get motivated to become better at a game and try to beat other scores.

What is the experience provided by my project?

My project should provide a competitive experience for its users. Competing against each other in different games can make users competitive and even set new records.

1.6. End products

- Web application for users to upload their runs and compete against each other in multiple games
- Desktop application for administrators to manage these uploads and users



2. Project organization

2.1. Communication

Communication will take place with the teachers via e-mail and in face-to-face sessions at every feedback sessions and anytime I get the chance to ask for feedback.

3. Activities and time plan

3.1. Phases of the project

Phase 1: Planning and analysis

Deliverables:

- Project Plan
- UML Class Diagram
- User Requirements Specifications
- Test plan

Phase 2: Development

Deliverables:

- Windows Forms app
- Website Razor Pages
- Database

Phase 3: Testing and quality assurance

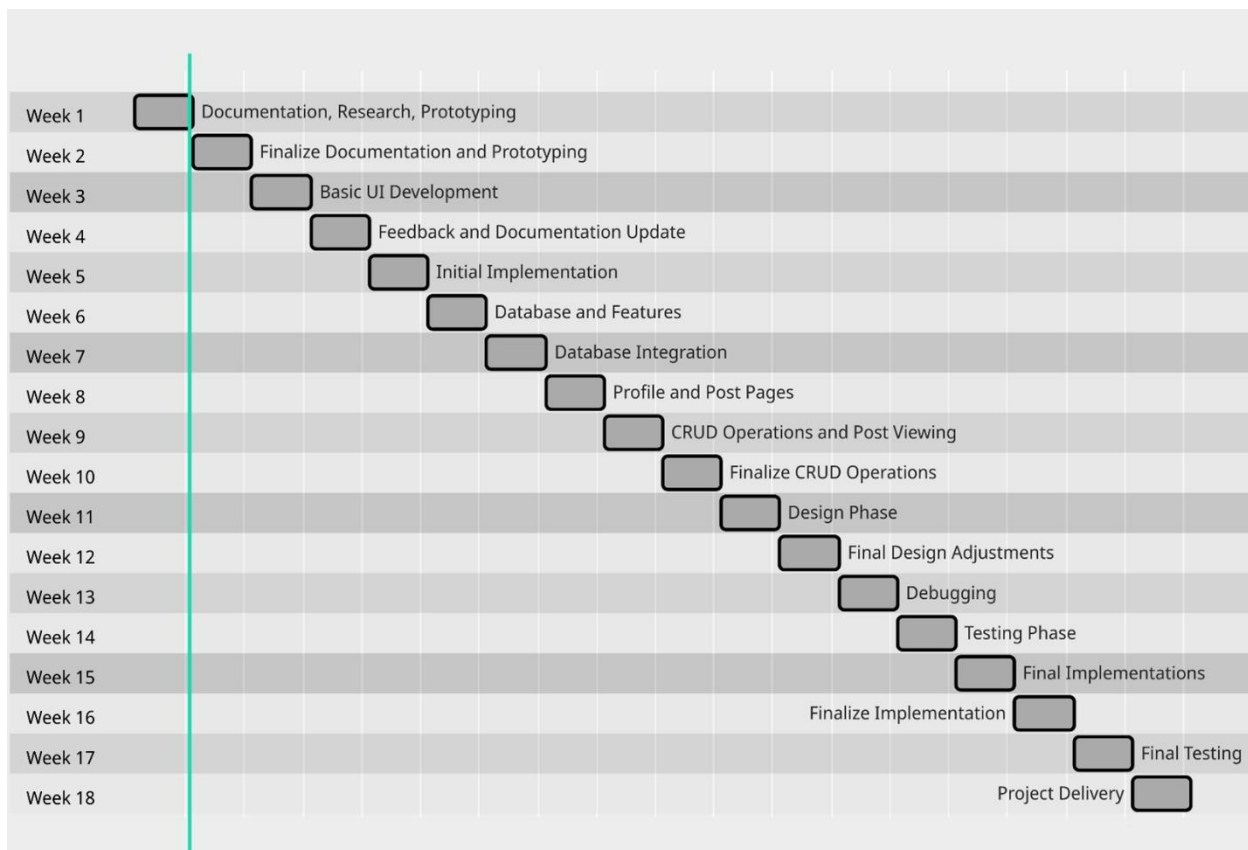
Deliverables:

- Test plan
- Test report

Phase 4: Deployment and maintenance

Deliverables:

- Project report
- Finished project



3.2. Time plan and milestones

Phasing	Effort	Start Date	End Date
1.	Documentation	Week 1	Week 3
2.	Features	Week 3	Week 15
3.	Testing	Week 15	Week 17
4.	Finalizing work	Week 17	Week 18

4. Testing strategy and configuration management

4.1. Testing strategy

For this project, testing will be done using Unit Testing. This is relevant in order to help me manage the quality of code and to assure that everything is working properly.

5. Risk assessment

Risk	Mitigation	Probability	Impact
Misinterpretations of the requirements of the project.	Establishing a solid, detailed, and clear plan and revisiting it periodically.	Unlikely	Extremely harmful
Inadequate communication between me and teachers.	Clear discussion in order to avoid confusion.	Likely	Harmful
Not following methodology leading to mistakes.	Frequently revisiting the plan in order to make sure you are following the steps correctly.	Likely	Harmful
Unorganized working process resulting in issues in the project as a whole.	Keeping track of the structure provided in Canvas.	Highly unlikely	Harmful
Unsatisfactory decision taking.	All decisions made should be documented and agreed upon.	Unlikely	Slightly harmful