**Project Plan**

**Individual Assignment**

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**1. Project definition**

**1.1. Project background**

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.

**1.2. Problem definition**

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.

**1.3. 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.

**1.4. Constraints**

This project will use the following programming languages and frameworks: C#, HTML5, CSS, JavaScript, Windows Forms, ASP.NET Razor Pages and Bootstrap.

**2. Deliverables and non-deliverables**

**2.1. Deliverables**

1) Ideation document

2) Project plan

3) User requirements specifications

4) Test plan

5) UML Class Diagram

6) Windows Forms Desktop application

7) Razor Pages website

**2.2. Non-deliverables**

1) Wiki page

2) User manual

Description of deliverables:

* The Windows Forms application will be dedicated for administrators, and it will include: a login system, the ability to add, remove or edit games, the ability to add, remove or edit speedruns and the ability to issue a ban on member accounts.
* The Razor Pages application will be dedicated for users, and it will include: a login page, a page for members to edit their personal details, a page for viewing all games and recent speedruns, a form for uploading a speedrun and a page for leaderboards.

**3. Phasing**

Phase 1: Planning and analysis

Deliverables:

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

Milestones: First version of documentation

Phase 2: Development

Deliverables:

* Windows Forms app
* Website Razor Pages
* Database

Milestones: Authentication system, member management functionality, game management functionality, submission creation, management functionality

Phase 3: Testing and quality assurance

Deliverables:

* Test plan
* Test report

Milestones: Complete testing process

Phase 4: Deployment and maintenance

Deliverables:

* Project report
* Finished project

Milestones: Final version of the project

**4. 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 |