**PROJECT PLAN SCOPE – EXAMPLE**

|  |  |
| --- | --- |
| **PROJECT NO.** | **DATE SUBMITTED** |
| 420-69 | 05/18/21 |
| **PROJECT OBJECTIVES** | |
| Create a Tower Defense with 2-D graphics, several maps?, UI with option menu addon installed, Sound, Enemies, Towers, Damage Objects, Allies/followers, Bosses. | |

## Step 1. Project Deliverables

|  |  |
| --- | --- |
| **DELIVERABLE NO.** | **DESCRIPTION** |
| 1 | Development documentation. Google doc and flow chart for progression. |
| 2 | Level Design, or at least mapping and generic level. |
| 3 | Simple units for interactions and scope. |
| 4 | Create UI- In game buttons, post-game science, level tech tree. |
| 5 | Create resource ants and implement that into UI and not have fixed income |
| 6 | Implement Colony management and have several side aspects that have an effect. |
| 7 | Create units and several types of ants (DEFINITELY CANNIBAL ANT FOR INCOME) |
| 8 | Create sounds. |
| 9 | Termite Secret option… |
| 10 | Create proper documentation and refine the github |

## Step 2. List of Project Tasks

List all project tasks to be completed, based on the deliverables listed in the previous section. Do not list dates. Add more rows as necessary.

*Alternatively, you can attach your work breakdown structure (WBS) to the scope statement.*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Work breakdown structure (WBS) attached** | | **NO** | **X** | **YES** |  |
| *Provide link, if applicable.* | **N/A** | | | | |

|  |  |  |
| --- | --- | --- |
| **TASK NO.** | **DESCRIPTION** | **FOR DELIVERABLE NO. …**  **ENTER TASK #** |
| 1 | Planning | 1 |
| 2 | Execution | 2-8 |
| 3 | Evaluation | 9, 10 |

## Step 3. Out of Scope

|  |  |
| --- | --- |
| This project **will NOT accomplish or include** the following: | Creating towers and having NPCs. |

## Step 4. Project Assumptions

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| --- | --- |
| **NO.** | **ASSUMPTION** |
| 1 | We can learn C# effectively. |
| 2 | Unity will not be a pain and we will be able to manipulate it to a great degree of effectiveness. |
| 3 | Our teamwork will be equally distributed. |

## Step 5. Project Constraints

|  |  |
| --- | --- |
| **PROJECT START DATE** | 05/19/21 |
| **LAUNCH / GO-LIVE DATE** | 06/22/21 |
| **PROJECT END DATE** | 06/22/21 |
| **LIST ANY HARD DEADLINE(S)** | 06/22/21 |
| **LIST OTHER DATES / DESCRIPTIONS OF KEY MILESTONES** | N/A |
| **BUDGET CONSTRAINTS** | We have no budget. |
| **QUALITY OR PERFORMANCE CONSTRAINTS** | We must learn C# again or get comfortable and allow for us to properly program this to our liking. |
| **EQUIPMENT / PERSONNEL CONSTRAINTS** | We all have working computers. |
| **REGULATORY CONSTRAINTS** | We will be using PG13 + to all humans, not so much for the insect population. All our content will be open sourced. No ants were harmed. |

## Step 6. Updated Estimates

|  |  |
| --- | --- |
| **Estimate the hours required to complete the project.** | 40 hours |

## Step 7. Approvals

|  |  |  |  |
| --- | --- | --- | --- |
| **STAKEHOLDER NAME & TITLE** | **ROLE OF STAKEHOLDER / APPROVER** | **DATE SUBMITTED FOR APPROVAL** | **DATE APPROVAL RECEIVED** |
| Mark Watson | All of our budget and evaluation. | 05/19/21 | … |
|  |  |  |  |
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