**PROJECT PLAN SCOPE – EXAMPLE**

|  |  |
| --- | --- |
| **PROJECT NO.** | **DATE SUBMITTED** |
| 42 | 06/17/21 |
| **PROJECT OBJECTIVES** | |
| Create a Tower Defense with 2-D graphics, UI consisting of mainly keystroke controls, increasingly difficult waves of enemies, interactable in game economy, pause menu | |

## 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/between wave interaction, level tech tree, pause menu |
| 5 | Have interactable economy/resource management |
| 6 | Implement Colony management and have several side aspects that have an effect. |
| 7 | Create units and upgradable Ants. |
| 8 | Proportional enemy strength/numbers corresponding to wave |
| 9 | Organized/modularized code |
| 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, having NPCs, backstory and lore. |

## Step 4. Project Assumptions

|  |  |
| --- | --- |
| **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 but time. |
| **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 | … |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |
| --- |
| **DISCLAIMER**  Any articles, templates, or information provided by Smartsheet on the website are for reference only. While we strive to keep the information up to date and correct, we make no representations or warranties of any kind, express or implied, about the completeness, accuracy, reliability, suitability, or availability with respect to the website or the information, articles, templates, or related graphics contained on the website. Any reliance you place on such information is therefore strictly at your own risk. |