Project Proposal

Project Title: Classics Educational Resource

**Section A**

Project Outline:

Project Rationale - There is very little interactive/entertainment resources available for the study of many topics. This project will provide a resource for classical studies containing all the information required to gain in-depth knowledge of the field of classics in an interactive environment.

Project Purpose - The reason for the project is to demonstrate the effectiveness of an interactive resource providing information towards participants.

Project Goal - The desired end result for the project is a prototype for an interactive application with enough information to pass NCEA classical studies level 1

Broad statement of scope - development, research and advertisement for an interactive educational resource aimed towards classical studies

Project Objectives - Specific need is an interactive educational resource

Measurable progress is whether the application is successful as a resource

Attainable, This is a prototype to make the project attainable within schedule

Relevant

Time-bound

Anticipated Benefits - If the project is successfully completed the people who will benefit will be teachers of classics, students of classics, and the educational system. All beneficiaries will gain access to an alternate resource which will offer an option to students less engaged by reading or other conventional study methods. The gain of the project will be an improvement in test scores and increasing interest in the subject.

Key Success Factors - Increase in recorded test results, increase in self reported confidence levels and affinity for the subject material.

Quality Definition - we will measure it against traditional resources in terms of the breadth and depth of the information provided, we will also measure it against other video games in terms of entertainment value and performance.

Major Deliverables -

1. Game proposal document
2. Complete project plan outline (Gantt chart, SDLC principles, etc)
3. Game skeleton (Mechanics and UI)
4. Research document (what information are we including and how does it compare to existing resources)
5. Alpha development
6. Test requirements document
7. Feedback analysis for requirements
8. Final Prototype

Estimated Timeframe –

First Semester:

1. Game proposal document
2. Complete project plan outline (Gantt chart, SDLC principles, etc)
3. Game skeleton (Mechanics and UI)
4. Research document (what information are we including and how does it compare to existing resources)
5. Alpha development

Second Semester:

1. Test requirements document
2. Feedback analysis for requirements
3. Final Prototype

Estimated Budget – The budget for this project is $0

Constraints - Time (9 months), Cost (Stationary resources), Scope

Assumptions - we will finish the project by November 2018

Potential Risks - The resource is considered insufficient to be used as an educational resource

**Section B**

Project Dependencies -

Task : Dependencies:

1

2

3 1, 2

4 2

5 3, 4

6 5

7 6

8 7

Impact of project on other processes –

Section C

Client: EduFuture NZ LTD

Other Stakeholders:

The Project Team

Project Manager: Liam Bargh

Project Team:

|  |  |
| --- | --- |
| Liam Bargh | Documentation, C# Coding, Communication, Level, Asset and Story Development |
|  |  |
| Jack Kelly | C# coding, Documentation, Ability to play Devil’s Advocate, Asset and Story Development |
| Kris Leatherby | C# coding, Development management |

Art and Sound work will be outsourced:

* Animation: Ruby Meades
* Concept Art: Connor Chamberlain
* Sound: Connor Jacobs, Jimmy Moodie

Work Units Purposed:

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| --- | --- | --- | --- |
| Coding Development   * Kris Leatherby (Head Developer) * Jack Kelly | Story Development   * Liam Bargh * Jack Kelly | Research   * Liam Bargh | Level Development   * Liam Bargh |
| Testing   * Kris Leatherby * Jack Kelly * Liam Bargh * External Testing will be sought with verification from the Ethics Committee |  |  |  |