

D4: Integration Plan - Group B

1. Introduction

In the following document we will present first the Integration Plan for the bought communication platform to our existing game engine as well as the integration work related to the selling of our component to two other teams.

As we intended we managed to cooperate with a team that had built a communication platform to sell to each other for 90 Uppsalines, which is in the frame we estimated. We think we achieved this through early talks to other teams and a solid presentation of our component. We will integrate the components ourselves to ensure that it connects well with our game engine as well as the game platform, which we are building in our team now since we have enough human resources to successfully integrate and develop one component.

As additional source of revenue we sold our component but without integration support. We will keep trying to sell our components to other teams, but depending on our current workload we will keep the integration support limited.

2. Integration Plan

2.1 Buying the Communication Platform from Team F:

We will get the developed communication platform of team F and need to integrate it with our game engine. Since the main integration will be done by our team we assigned two people to work on it. Furthermore a person of team F will be available for questions regarding the integration. We estimate a workload for our team of three days.

The main task are:

1. Obtain the documentation and code of team F
2. Specify the interface between the components
3. Make changes according to the interface specification
4. Run a blackbox test and make bugfixes
5. Run an integration test and make bugfixes

Table 1: Activity table of buying CP

| Task | Effort (%) | Duration (days) | Milestone | Dependencies |
|------|------------|-----------------|-----------|--------------|
| T1 | 50% | 0.125 | | |
| T2 | 50% | 0.375 | M1 | T1 |

| | | | | |
|----|------|-------|----|------------|
| T3 | 100% | 0.825 | | T1,T2 (M1) |
| T4 | 100% | 0.25 | M2 | T3 |
| T5 | 100% | 0.25 | M3 | T3 |

2.2 Selling our Game Engine to Team F:

The objective is to deliver our game engine software and help the other team if they have problems integrating our code into their software. We estimate a high involvement on the side of team F as well as low involvement of our human resources on our side. We assigned one person with this job of giving support who will also work on the integration of the communication platform. The time for integration will probably take around three days and the plan is to be finished with it by the 8th of march.

The main task are:

1. Provide the software code to team F
2. Assist in the integration of the game engine

Table 2: Activity table of selling GE to Team F

| Task | Effort (%) | Duration (days) | Milestone | Dependencies |
|------|------------|-----------------|-----------|--------------|
| T1 | 100% | 0.125 | M1 | |
| T2 | 5% | 3 | M2 | T1 (M1) |

2.3 Selling our Game Engine to Team E:

The objective is to deliver our game engine software with no integration support. This leads to no work from our team and all the integration work is performed by team E. Therefore we did not assign human resources to this integration. Although as previously mentioned, depending on our workload we may offer support at an additional cost. In that case it would be negotiated as a separate agreement.

The main tasks are:

1. Provide the software code to team E

Table 3: Activity table of selling GE to team E

| Task | Effort (%) | Duration (days) | Milestone | Dependencies |
|------|------------|-----------------|-----------|--------------|
| T1 | 100% | 0.125 | M1 | |

3. Justification

Currently we see no reason to change our plan and the integration and development are running smoothly. Therefore we stick with the described plan in D3. We still try to sell our component to increase our revenue, but this depends on the demand which is probably not very high. We've probed the market by sending out an email detailing what we are offering.

Annexes

See attached contracts.