

The Final Project, Presentation, and Report Components:

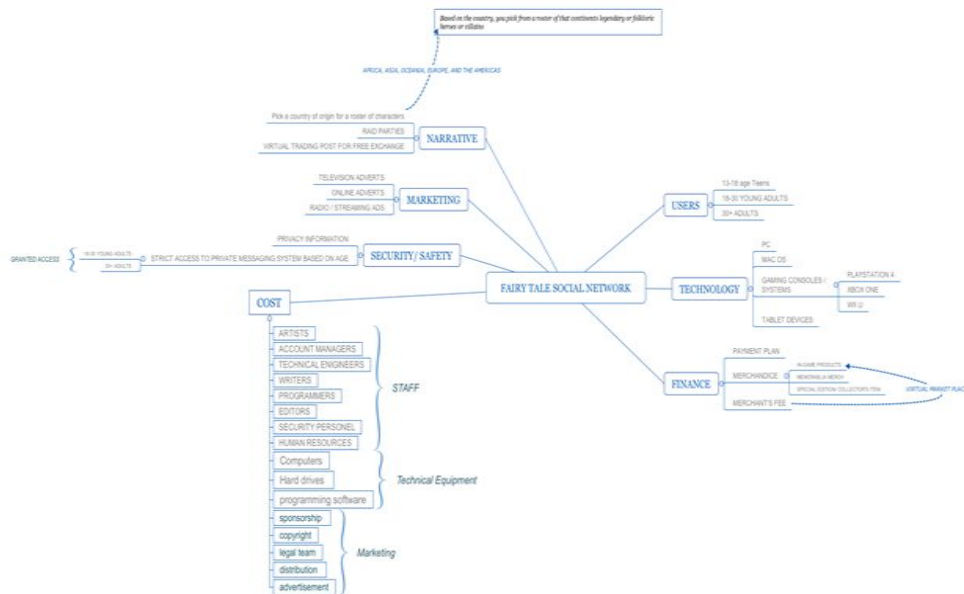
Rework each lab into the final group project. All sections in the final project are equally weighted into the final project score. There are 10 sections; each section is 10 points, adding up to 100 total points for the final project. The final project is 20% of your final grade.

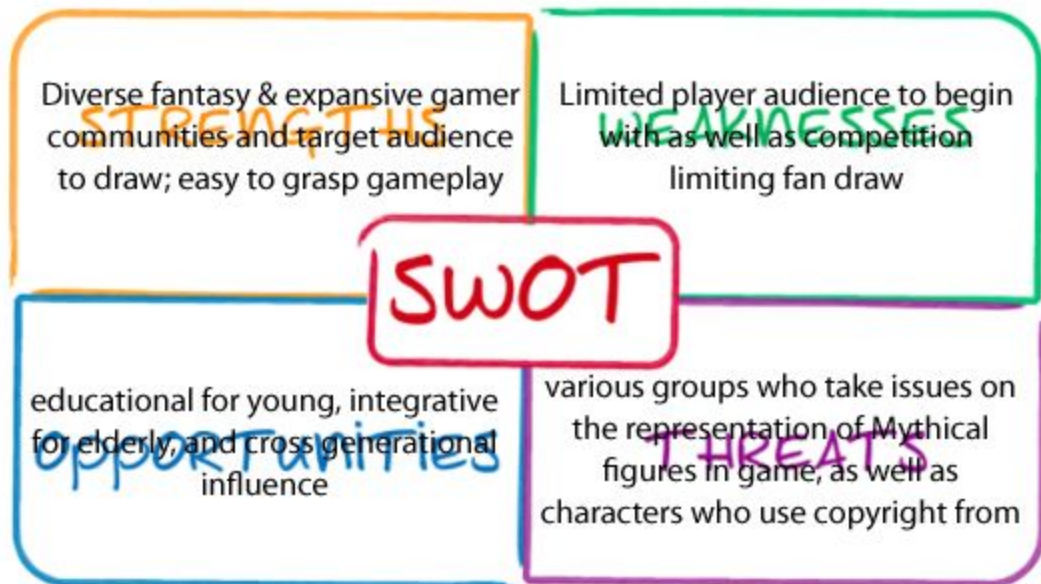
Section 1: "Groups and Ideas" (Lab 1, remix)

- **Define Project's Vision & Definition** (Objective, Scope, Assumptions, Cost and Schedule)
- Identify the Customers
Ages: 9-80+
- **Identify the Stakeholders**

Online Hosting sites (???)

- Market





SWOT Analysis

- Project's Triple Constraint
 - Time: Approx. 6 Months
 - Cost: \$700,000.00
 - Scope: Quests, Morality choices, Internet Shop w/ ingame currency. Characters, Plot.
- **All Team Members**
 - Eric Santiago: Animator/Programmer
 - William Williams: Artist
 - Raquel Fernandez: Manager
 - Jonathan Morris: Writer
- **Define team roles and responsibilities by PM process group:**
 - **Initiating**
 - *The Creator who is also the Project manager formulates a rough draft of an idea that will communicate with team players.*
 - **Planning**
 - *Setting the rules, projecting budget, collecting necessary materials and establishing deadlines to meet project's goals in time.*
 - **Executing**
 - *Pushing the project forward.*

- **Controlling**
 - *Supervising the project's progression and keeping data of the project's rise and fall throughout the developing process.*
- **Closing**
 - *Editing final drafts, giving and receiving feedback from stakeholders and testers on the project, repair and correct errors before meeting deadlines, and presenting final project.*
- **Copy of sign-off document**

Section 2: "Tools and Technology, Tool Dependent Production Pipeline," (Lab 2, remix)

- **Tool and Technology Evaluation, Selection, and Justification**
- Tool List:
 - Maya, 3DSMax, Adobe Premiere, Adobe Illustrator, GIMP, Adobe Photoshop,
- Justify your selection rational, think of the project scope, time, costs, all of the stakeholders, users, and your goals and needs.

Project Objective:

Our mission is to combine gaming in a social network environment through an interactive role-playing virtual world of adventure and fantasy.

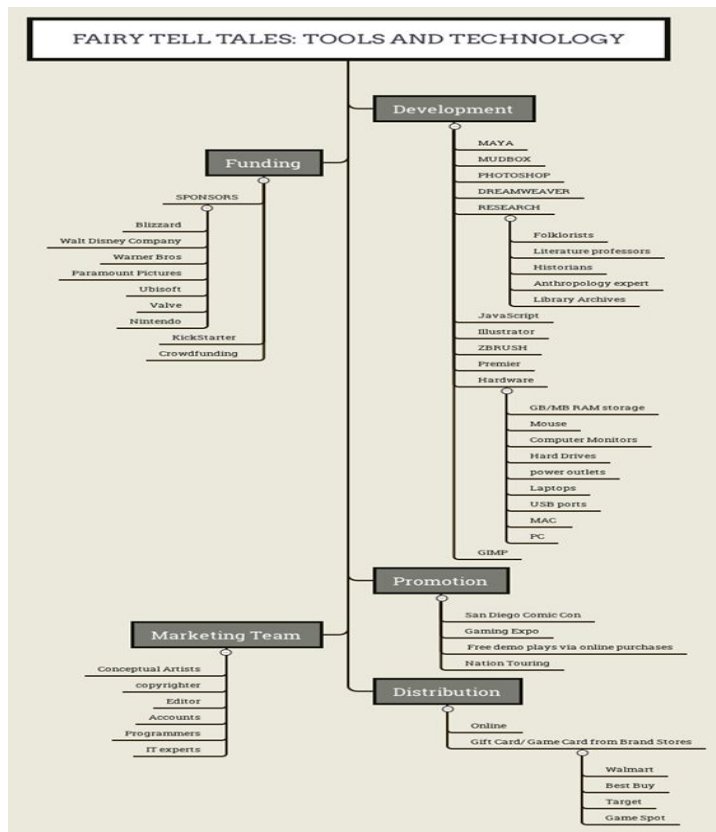
This includes:

- Familiarize with literary and fairy tale characters.
- Exploration of heritage and cultures across the globe.
- Introduce Novice players to Online Role-playing games.

- Critical Features For Website

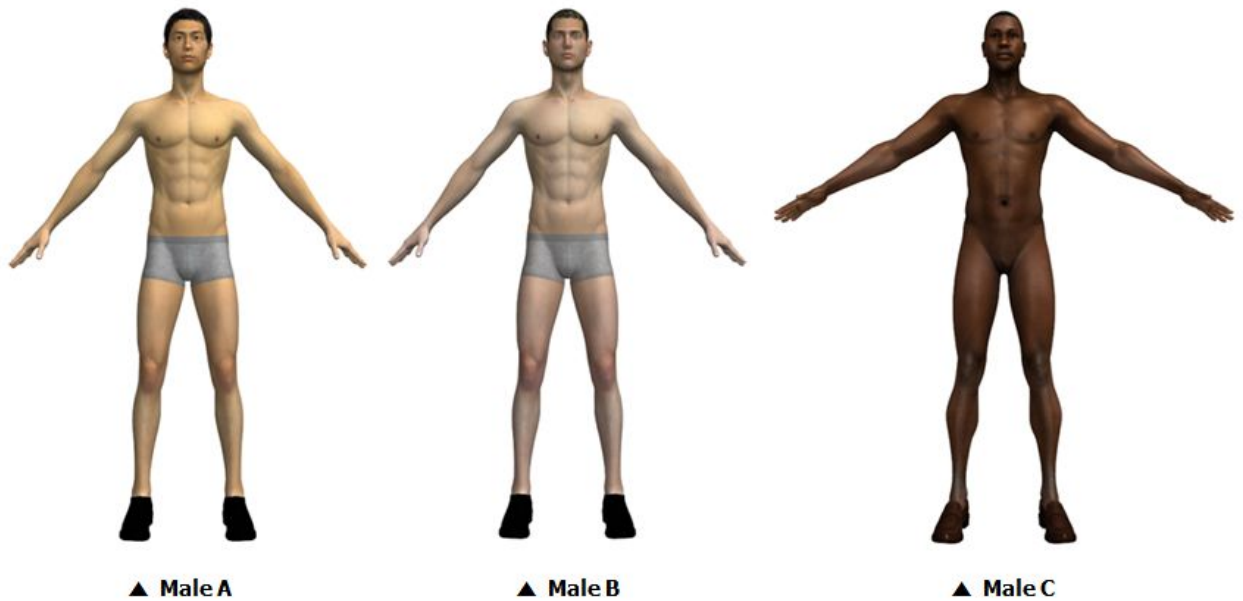


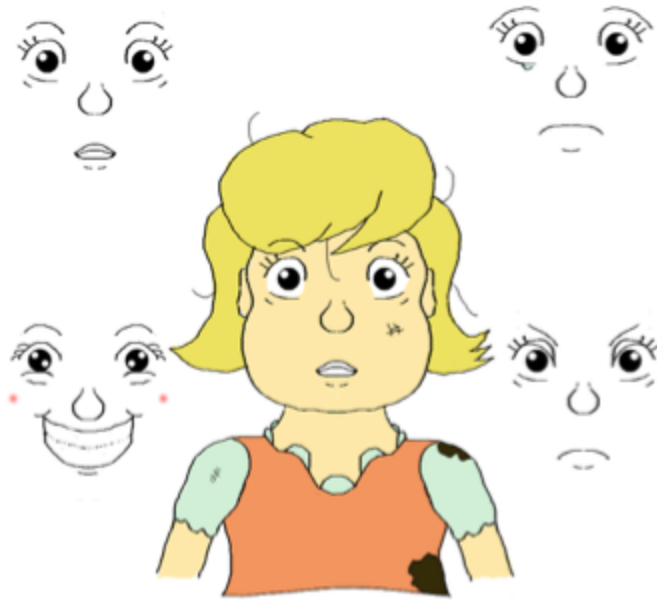
Step by Step Guide:



Section 3: “Pitch, and Low Fidelity Prototype” (Lab 3, remix)

- **Build low fidelity prototype** and test with customers and stakeholders, incorporate feedback into iterative improvement. Character





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- *Iterate and increase the functionality, fidelity, and the complexity*
- *Copy of sign-off document that the idea, scope, and digital media concept is moving in the correct direction.*
- **A Pitch is a presentation** made to the stakeholders, me and the class, make a PowerPoint presentation (or website) on all of your work up to lab 3 (idea, team, tools, expected production pipeline, concept of solution), as a proposal (See Power Point Presentation in Submission)

Section 4: "Requirements, Scope, and WBS" (Lab 4 and Lab 5, remix)

- Define the **Statement of Work** and **Project Charter**

Project Charter

Date: 12/01/16

Project Title: Fairy Tell Tales			
Project Start Date: 12/31/16		Projected Finish Date: 06/01/17	
Budget Information: Total budget is 700,000.00			
Project Manager: Raquel Fernandez, (305) 336-8933, raqcf1022@gmail.com			
Project Objectives: Make an web based game with pre made player characters and quest lines that take you across the world.			
Success Criteria: A fully functional website game with minimal to no bugs.			
Approach: Work on the art and coding for the site at the same time so that we can just plug in the art files where needed and go straight into testing phase.			
Roles and Responsibilities			
<i>Name and Signature</i>	<i>Role</i>	<i>Position</i>	<i>Contact Information</i>
Raquel Fernandez	Manager	Manager	

William Williams	Artist	Employee	
Jonathan Morris	Writer	Employee	
Eric Santiago	Animator/ Programmer	Employee	
Comments: (Handwritten or typed comments from above stakeholders, if applicable)			

Requirements Matrix for Fairy Tell Tales (c)

Prepared by: Raquel Fernandez

Date: 10/08/2016

Requirement No.	Name	Category	Source	Status
PROD 01	Photoshop	Software	Character Concept Art	Complete
PROD 02	Maya	Software	Character Models; environments	In-progress: 98% Rendering Character models Complete: Environment
PROD 03	MAC	Hardware	Platform, Work space	Installed
PROD 04	PC	Hardware	Platform, workspace	Installed

PROD 05	Zbrush	Software	Props, quest items	In-progress: Rendering 78%; will require 12 GB storage
PROD 06				

- Perform critical analyses and write feasibility studies of system implementations
- User Input

Work Breakdown Structure (WBS)

- o Date
 - o Project Name: Fairy Tell Tales (c)
- 1.0 Concept
 - o 1.1 Visual development
 - o 1.1.1 Art style
 - o 1.1.1.1 Artists; Genndy Tartakovsky, Walt Disney, Ralph Bakshi, Hayao Miyazaki, Jeff Smith
 - o 1.1.1.2 Telltale games, Blacksad Comics, Bone Comics,
 - o 1.1.2 Story narrative
 - o 1.1.2.1 Traditional Folklore
 - o 1.1.2.2 Legends and epics
 - o 1.1.3 Environment
 - o 1.1.3.1 Watercolor, three-dimensional landscape,
 - o 1.2 Storyboarding
 - o 1.2.1 Edit and cut excess scenes from the game
 - o 1.2.2 Game levels
 - o 1.1
- 2.0 Pre-production
 - o 3.1 Create schedules for animators, riggers, artists, music producers and game programmers
 - o 3.2 Set deadlines for game scenes and environment
 - o 3.3 Set deadlines for estimated completion
- 3.0 Production
 - o 3.1 Artists and animators
 - o 2.2.1 Developing game on Maya and 3D studio max
 - o 2.2.2 Texture maps
 - o 3.2 Send a game demo to marketing team for advertisement
 - o 3.3 Motion capture
 - o 2.2.1 Actors
 - o 2.2.2 Camera crew
 - o 2.2.3 Animators
- 3.4 Programmers

- o 2.2.1 Creating game engines
 - o 2.2.2 Rendering polygons into 3D environments
 - o 2.2.3 Game mechanics and levels
 - o 2.2.4 Game menus and options
- o 3.5 Music and sound effects
 - o 2.2.1 Orchestra
 - o 2.2.2 Music producer
- 4.0 Post-production
 - o 3.1 Test components
 - o 2.2.1 For bugs and glitches
 - o 2.2.2 Playability
 - o 2.2.3 User survey
 - o 3.2 Promotion
 - o 2.2.1 Television adverts
 - o 2.2.2 Online demo
 - o 2.2.3 Schedule release date
 - o 2.2.4 Tour conventions and expos
- Copy of sign-off document

Date 11/9/2016

Project Name: Fairy Tell Tales

WBS Item Number: 1.0

WBS Item Name: Concept

Predecessors: art materials, laptop, printer

Successors: Process and upload artworks on file.

Logical Relationships: Start to Finish

Leads and Lags: Work is based on story's outline; gather information for character design;

Resource Requirements: print paper, canvas, adobe software, and Wacom tablet

Constraints: art supply limits, ram storage,

Imposed Dates: 11/18/2016- 2/7/2017

Assumptions: Deciding art styles and animation.

Milestone List

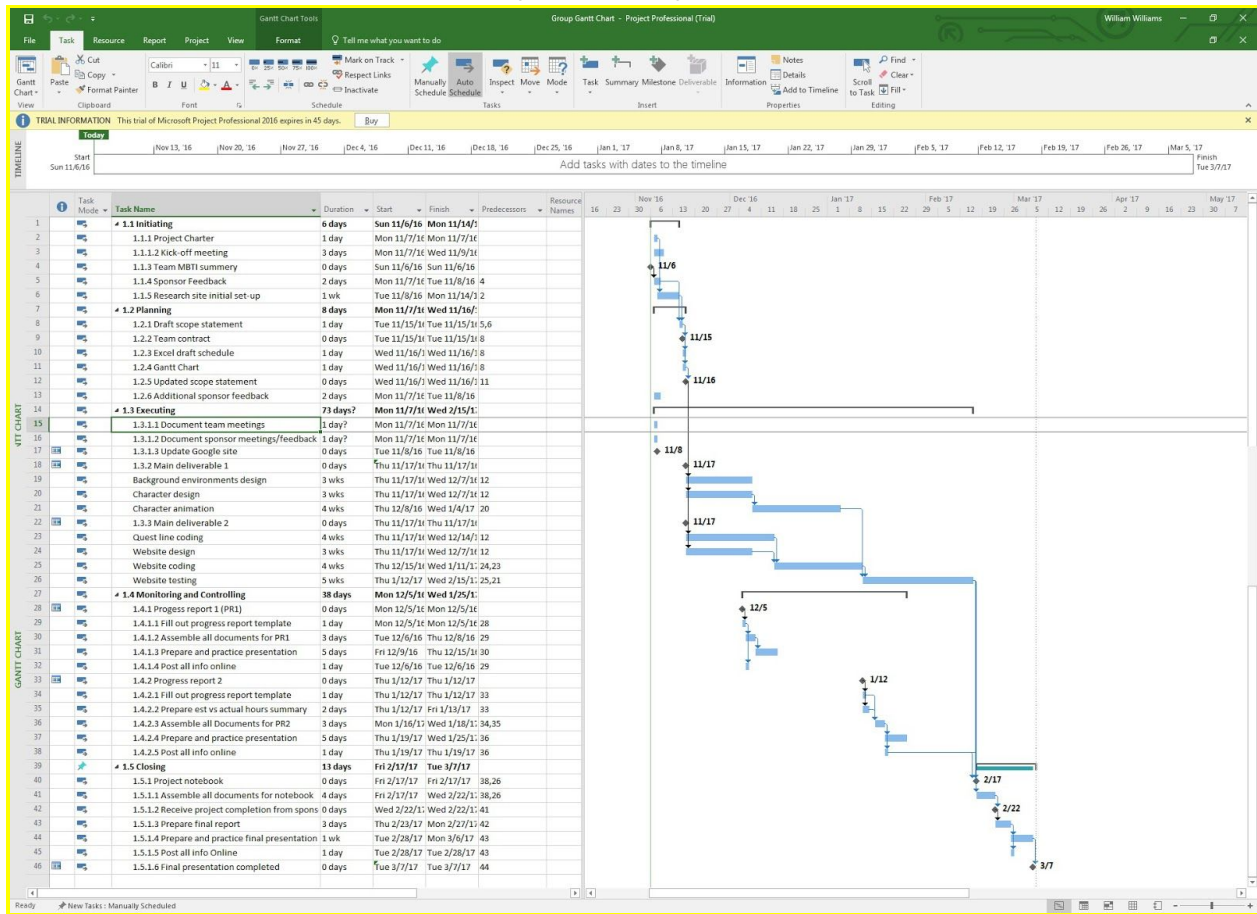
Project Name: Fairy Tell Tales

Milestone	Estimated Completion Date
Team MBTI Summary	11/6/2016
Team Contract	11/15/2016
Updated scope statement	11/16/2016

Update Google site	11/18/2016
Progress report 1	12/5/2016
Progress report 2	1/12/2017
Project notebook	2/17/2017
Receive project completion From sponsors	2/22/2017
Final presentation completed	3/7/2017

1. Sequence activities
 - a. Identify all dependencies Finish to Start (FS), Start to Start (SS), Finish to Finish (FF), Start to Finish (SF) Task dependency
 - b. *Project schedule network diagrams ~ use Activity On Arrow (AOA).*
2. Estimate Activity Resources
 - a. Activity Resource Requirements
 - b. Resource Breakdown Structure

Section 5: Gantt, Critical Path, and PERT (Lab 7, remix)



- Critical path analysis** a.k.a. Critical path method (CRM)
 - Document duration all paths
 - Find and document the Critical Path*
- Critical chain scheduling**
 - Do a forward and backward pass through the entire network diagram
 - Be sure to annotate your entire network diagram with Early Start, Early Finish, Late Start and Late Finish data
 - Identify any Trade-Offs (Free slack and the Total slack of your CP activities)
 - Can you use Crashing and or Fast Tracking? If so, explain where and how
- PERT analysis**
 - Use a three-point-estimate for all paths and all activities

Section 6: Costs and Budget (Lab 8, remix)

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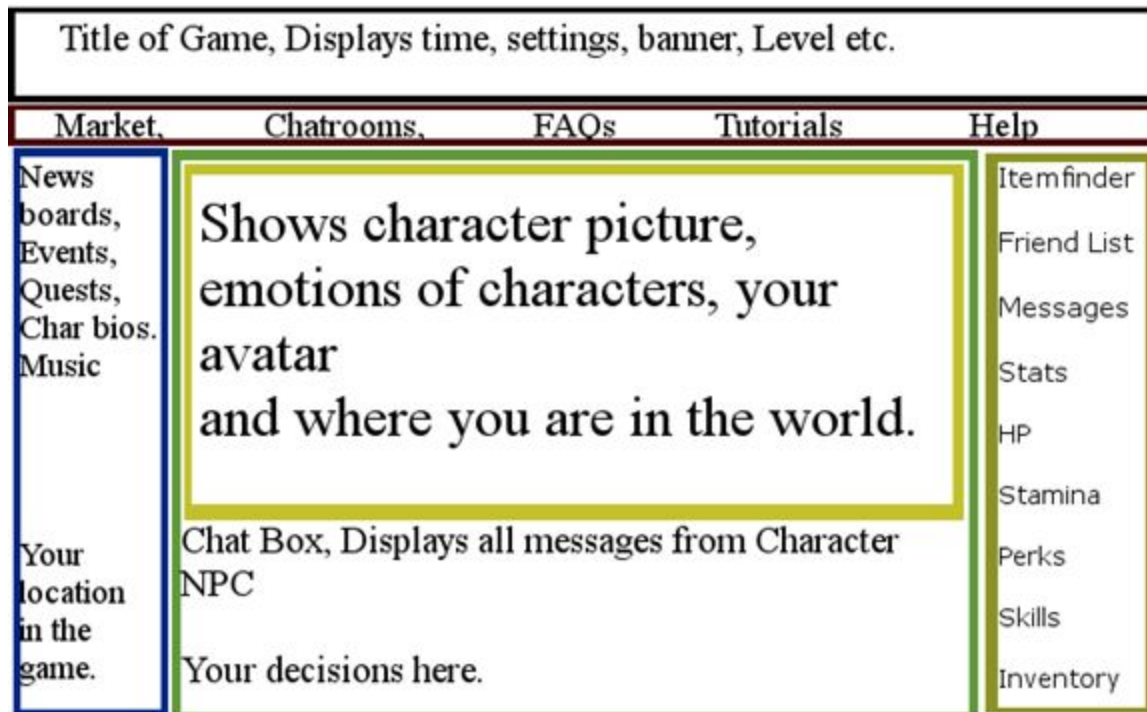
Section 7: Production Pipeline, Final Process Used

1. **Document a step-by-step production pipeline process**, or “how to guide” for your project
 - a. Best to document your work flow as you work
 - b. Refine all documentation, post completion
 - c. Document pipeline for future reference
2. Materials in document may include:
 - a. WBS and Gantt Chart
 - b. Flow chart

Section 8: Final Prototype

- *This is your final digital media project (it can be paper) “Add our drawings here”*





Section 9: Communicating Project

- Communications Management plan
- Performance / Progress Reports and Status Updates
- Change Requests and Change Control
- How were expectations managed? (Expectations Management Matrix)
- This could be a link to the **Blog, Google Docs, or GitHub collaboration environment used by your Team Members to Communicate (invite me to join):**
 - Github, group text, Discord App, and Google docs was our main connection throughout the progression of the project.

Section 10: Self and Peer Evaluation: Individual Reflection

- Lessons-Learned Reports: Evaluate your final project
 - **Story and visual input is strong but organization needs more work, education, practice and time.**
- What did you learn about creative problems solving and innovative thinking?
 - **With the right communication and motivation can move a project forward.**
- What did you learn about project management?
 - **It's a lot of work and redundant but it pays off in the end!**
- What did you learn about digital media production pipelines?
 - **It gives a little insight of the progress behind great productions in media.**
- What did you learn about teamwork and collaboration?
 - **That there is no excuse for non-communication and incapacibilities. Anyone can have a great idea but it takes real dedication to see it in its fruition.**