**ANGIOGAME**

Project Management Plan

Jacob Culley & Russell Short

Work Breakdown Structure - Included in Gantt chart with each of our initials representing what work has been or will be done

Personnel Assignments

Jacob Culley -

Lead Developer, Project Manager, Head of Communications, Game Designer

Russell Short -

Front-End Developer, Task Manager, Game Designer, Editor, Data Analyst

Gantt Charts and Milestone

angigame gannt char.png

Contingency Plans

There are few potential risks for this project, but they do exist and should be noted. This project is a piece of software that resides locally on an Android device, with no strong dependencies on high risk features or connections. Here is a list of risks that could potentially ruin this project in relation to the time of development and release.

Pre-release:

* Crashing test device

If something physically happens with our testing device, ANGIOGAME can be loaded onto an emulator on a computer to simulate what can happen on different devices.

* Version control mishaps

This covers the case that our version control to use to manage the project fails in some way and our source code is lost. The best way to handle this risk is to periodically download the source code onto a local save so the data isn’t lost.

* Google Play app listing

As of right now, we have yet to sign up for a Google Play developer account so that others can download our app online. This is a problem since there is always the risk that ANGIOGAME might not be accepted on the store, and our work might be for nothing if this is the case. From here, there’s not much to do to handle this risk, as neither of us have experience with Google in this regard.

Post-release:

* Game-breaking bugs

The basis of this project is gameplay. An unplayable game is broken and considered to be dead, for us. We plan to handle this in pre-release by testing on several devices, and setup some beta tests with interested users. Hopefully, this will mitigate this risk.

* Untested device issues

We can only test on a finite number of devices. If someone downloads our game and encounters a bug that is only showing to happen on their device, there’s not much a way for us to test and solve the issue. There’s no real way to handle this other than expanding our inventory of test devices or running a different simulation on the emulator.

After development:

* Game-breaking Android updates

Unless there are some unforseen circumstances, we do not plan to continually update this app in the far future. When Android updates, there may be a time that it breaks the game. At that moment, we will make the decision about updating it so that it does work with future updates.