King of Tokyo PC

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A software adaptation project plan by Buoy Inc.

1. Overview

King of Tokyo PC aims to expand the playerbase of the “King of Tokyo” franchise by providing a software version of the game. The targeted audience is anyone older than 8 with access to a computer or all ages with parental consent. This software is a virtual expansion to the “King of Tokyo” board game, but it will be a lot easier to access as a physical copy is not needed. The product will cost very little as there is no physical product or retailer markup. The main cost will be hiring the software engineers to design and create the software. The project is estimated to take a maximum of 5 months with 2 software engineers working on it.

2. Goals and Scope

2.1 Project Goals

This project aims to create a software adaptation of the King of Tokyo board game using the Unity game engine. Diagramming and work delegation tools such as UML diagrams and trello will be used to ensure that the project meets the deadline without compromising quality. Additionally, the Unity ecosystem also contains many tools that allow us to efficiently collaborate on code and improve user experience through aggregated data. The game will be supported on major operating systems like Windows, Mac OS, and Linux due to Unity’s inherent cross-platform support.

2.2 Project Scope

The game is slated to be a single executable file that is to be played on one computer. Thus, players must get on the computer when it is their turn. Multiplayer capability is possible if requirements are changed, but it is out of scope as of now (Rev 1.0).

3. Development

In approximately 2 months, King of Tokyo PC will be launch ready with the help of two software engineers. King of Tokyo PC will be developed in the Unity game engine with C#. The Unity game engine abstracts many of the details to streamline the process of game development. Unity’s tools allow the developers to create user interfaces with ease and art can be easily created with Unity’s design tools. In short, Unity is an environment with a plethora of tools that allows developers to focus on other things such as gameplay.

Sound design will be fairly straight forward: each game action will have a sound associated with it and there will be ambient, catchy, and royalty free music.

Art design will hopefully be original art from the board game, but this is dependent on the response from the creator of the game. In the event that the creator of King of Tokyo disallows the use of his art, royalty free art will be used instead.

4. Schedule and Budget

4.1 Work Breakdown Structure

4.2 Schedule and Milestone

Milestones	**Description**	**Milestone Criteria**	**Planned Date**
m0	Start Project	Project plan is greenlit	<2019-10-02>
m1	Start Planning	Defined goals with ways to achieve them	<2019-10-07>
m2	Development	Playable game with no significant issues	<2019-10-14>
m3	Quality Check	Unit testing, player testing	<2019-12-03>
m4	Final Release	Release to end-users	<2019-12-17>
m5	Advertisement	Promotion of end product	<2019-12-25>

4.3 Budget

	Budget for Period in kUS$			
Category	m0-m1	m1-m2	m3-m4	m4-m5
Human Resources	2	2	5	2
Advertisement	0	0	1	10
Licensing	0	0	5	0

Travel Cost	0	0	2	2
Total	2	2	13	14
Total Cumulative	2	4	17	31

5. Risk Management

Risk	**Solution**	**Responsibility**
Late Delivery	Frequent progress review	Project Team
Changes in Requirement	Good documentation and OOP practices	Project Team
Poor code documentation	Code review weekly	Project Team
Poor Coding Practices	Follow Unity’s software guidelines and enforce good coding practices	Project Team
Communication error	Regular meetings to discuss direction of project	Project Team

6. Sub-contract Management

7. Communication and Reporting

Type of Communication	**Method/Tool**	**Frequency/ Schedule**	**Information**	**Participant/ Responsibilities**
Internal Communication:				
Project Meeting	Teleconference	Weekly	Discussion of any todo or problem	Project Team

Milestone Meeting	Physical meeting in VECS building	Monthly	Distribution of labor	Project Team
Final Project meeting	Teleconference	At the start of m4	Last minute adjustment	Project Team
External Communication and Reporting:				
Project Todo	Trello	When available	Pending issues	Project Team
Project Status	Discord	When available	Current progress and status of the project	Project Team
Software	Github	When available	Place where the software is stored	Project Team

8. Delivery Plan

Ident.	**Deliverable**	**Planned Date**	**Receiver**
D1	Prototype of software	<2019-12-03>	a.Giacalone
D2	Final software	<2019-12-17>	a.Giacalone
D4	Pre-order Release	<2019-12-17>	Pre-orders
D5	Official Public Release	<2019-12-25>	Public

9. Quality Assurance

Continual testing and documentation throughout the development of the project will ensure that error propagation will be minimal by the time the deadline comes around. However, dedicated testing will start two weeks before the deadline for redundancy.

10. Configuration and Change Management

New features such as online multiplayer support may be implemented through configuration management if deemed necessary. Changes to documents or deliverables within the project will be considered on a case by case basis.

11. Security Aspects

There are no security considerations as of Rev 1.0 since there is currently no online multiplayer support.

12. Abbreviations and Definitions

13. References

I don’t think we need this just yet -- if at all. In the template the references are actually documents we created that are [I guess] too big or wordy for the project plan. Something like a gantt chart, project schedule, project specifications, etc

14. Revisions