**King of Tokyo PC**



**A software adaptation project plan by Buoy Inc.**

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# 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 |

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# 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