**Project Plan**

*Escape Room*

**Document Version**

| Version | Date | Changes | State |
| --- | --- | --- | --- |
| 1.0 | 21-02-2022 | Initial Template | Draft |
| 1.1 | 23-02-2022 | Complete Project Assignment and Organization | Draft |

# Project Assignment

## Context

Practoraat Interactieve Technologie and ROC Tilburg are collaborating to create a generic/adaptable digital escape room game that is easy to use by the teachers as well as can be played by students/professionals within the internet browser.

## Goal

The Escape Room game will be used by the teachers of different school departments to create a specific set of levels for students, each with specific tasks/challenges.The goal of this project is to make students think creatively, think in solutions and show that they can achieve more by working together than alone.

## Scope

| **Inside Scope** | **Outside Scope** |
| --- | --- |
| Interactive Game | Finished Product |
| Research and Design Document |  |
| MVP (Minimum Viable Product) |  |

## Strategy

For managing the tasks, Trello and agile sprint method will be used and as for the research method, the ICT Dot research framework will be used.

## 

## Research Questions:

The main design challenge is:

* Design an **Escape Room Game** that can be used by **teachers** to create a **specific session** with **specific tasks** to help students learn to **think creatively** that can be played in the **Web Browsers**.

In order to be able to create a game fulfilling the design challenge, research must be done. Below are the following research questions for this project:

* What is an Escape Room?
* How to play Escape Room?
* What makes an Escape Room good?
* What are the other similar products?
* What does an escape room look like?

## End Products

| **Deliverables** | **Must** | **Should** | **Could** | **Won’t** |
| --- | --- | --- | --- | --- |
| MVP | X |  |  |  |
| Designs & Concepts | X |  |  |  |
| Documents |  | X |  |  |
| Web Site |  |  |  | X |
| Finished Product |  |  |  | X |

# Project Organization

## Stakeholders and Team Members

| **Name** | **Role** | **Availability** |
| --- | --- | --- |
| Abraham (Group) | UI (and Software) | Teams, Discord |
| Niels (Group) | Software | Teams, Discord |
| Cheyenne (Group) | UI | Teams, Discord |
| Noah (Group) | Software | Teams, Discord |
| Lukas (Group) | Software | Teams, Discord |
| Gustas (Group) | Software | Teams, Discord |
| Erdinc (Stakeholder) | Co-Manager | Teams, Email |
| Elmo (Stakeholder) | Co-Manager | Teams |
| Joyce (Stakeholder) | Co-Manager | Teams, Email |
| Frank (Teacher) | Coach | Teams, Email |
| Chris (Teacher) | Coach | Teams, Email |

## Communication

| **People(s)** | **Method of Comms** | **Allotted Time** | **Purpose** |
| --- | --- | --- | --- |
| Group | Teams, Discord | Daily | Stand-up/down |
| Stakeholder | Teams, Email | As Necessary | Meeting and Feedback |
| Teacher | Teams, Email | Monday, Thursday | Meeting and Feedback |

## Work Division

### Game:

Is responsible for creating the escape room game, hence the software development for the game itself.

### CMS (Backend):

The database system that will be integrated with the game itself.

### UI:

UI design and development for the game.

# Activities and Time Plan

## Phases

| **Phase** | **Allotted Time (Weeks)** | **Start Date** |
| --- | --- | --- |
| Sprint 1 (Research) | 3 | 14-02-2022 |
| Sprint 2 (Design) | 3 | 14-03-2022 |
| Sprint 3 (Development) | 3 | 04-04-2022 |
| Sprint 4 (Development) | 3 | 25-04-2022 |
| Sprint 5 (Testing) | 4 | 16-05-2022 |
| Sprint 6 (Finalization) | 3 | 13-06-2022 |

### Description

Sprint 1: Research

* Researching and answering research questions that were specified.

Sprint 2: Design

* Creating the concept and prototype of the game (The game design document will be made here).

Sprint 3 & 4: Development

* Starting developing the product based on the agreed concept and design.

Sprint 5: Testing

* In this phase the product will be tested, to see whether functionalities are working properly.

Sprint 6: Finalization

* Product(s) will be finalized here, small final changes as well as collecting all necessary documents.

## 

## Time Plan

| **Artifacts** | **Allotted Time (Hours/Day)** |
| --- | --- |
| Stand-up/down | 0.5-1 |
| Working | 5-7 |

### Justification

Stand-up/down:

* This is always done everyday at 9.30 AM (Apart from Monday which is at 10,00 AM).
* This is done to share what has been done yesterday as well as discuss what needs to be done that day.

Working:

* Create/pick tasks in Trello and then complete it as far as possible so that it can be shared for the next stand up/down.