**SE (F&P) Project Plan Template**

*Note: this is a “living document”, meaning its content will change with the implementation of the project. Use it to plan the project to ensure on time delivery of each project deliverable. Remove this text and the descriptive paragraphs in each section including this line (given in blue) stating what to do before you add this to your repository or turn it in to your instructor.*

|  |  |
| --- | --- |
| Team number | ***6*** |
| Project Title | ***Game Factory*** |
| Document |  |
| Creation date | ***9-9-2015*** |
| Created By | ***Kanv Kumar, Syam Patnala.*** |
| Client | ***Illiterate people, people who are not educated*** |

# **Brief problem statement**

Designing a game engine for illeterate people to educate them. In this engine, the user interface is very smooth and similar to a game so that illeterate people can easily understand the content of the game.

Also this game engine will generate the games according to the user input. Thus, this engine is called as *“****game factory”*.**

# **Team Members**

Kanv Kumar:Studying 2 game engine's source files and trying to build another similar game engine.

Syam Patnala: Studying 2 different game engine's source files and trying to build modified version of those engines. (Collabration work with Kanv).

T Bharath: Search for technologies to be used for the designing of the game engine.

Sai Teja: Search for technologies to be used for the designing of the game engine.

(collabration work with T Bharat)

# **Team Communication**

Everyday in the evening from 6pm to 7:45 in the computer lab, we all meet and discuss what are the updates and what are the new features to be added.

# **Development Environment**

Sublime Text Editor for reading Source files, Eclipse as the IDE, Game Engines like Unity, Cocos2d,

Libgdx, Compilers for c, c++, Java, Python.

***Replace this text and the instructions below with your statement in black.***(Identify any and all tools that will be used during the development of the projects. This should include the development environment (i.e., Eclipse), programming language, collaboration tools, and any other tools in creating project documentation and the application.)

# **Milestone Schedule**

***Replace this text and the instructions below with your statement in black.***(Generate a high level milestone schedule that will guide your project. Include both those items that are deliverables (as specified in the syllabus) as well as the tasks that you will need to do to complete those deliverables (e.g., draft complete, code complete, testing complete, etc.). For each milestone, identify which release it pertains to. The first two lines are given as examples.)

|  |  |  |  |
| --- | --- | --- | --- |
| **Milestone** | **Due Date** | **Release** | **Deliverable?** |
| *Draft requirements/Documentation* | 15/09/2015 | R1 | No |
| *Reading and Understanding of Source Files* | 30/09/2015 | R1 | No |
| Prototype of game factory | 15/10/2015 | Pre-Beta | Yes |
| First Version of game factory | 30/10/2015 | Beta | Yes |
| Second Version/Final of game factory | 30/11/2015 | Final | Yes |