**Dragons’ Reign**

*Team Name: Symbiotic Games*

*Date Created: May 13, 2013*

*Last Updated: October 8, 2013*

*Table of Contents*:

Introduction [page 1]

Purpose [page 1]

Overview [page 1]

Expectations [page 1]

Role Responsibilities [page 1]

Management/leads [page 1]

Internal support [page 1]

External support [page 1]

Tasks and Milestones [page 1]

Resources [page 2]

Hardware [page 2]

Software [page 2]

Documentation [page 2]

Assets [page 2]

Miscellaneous [page 2]

Exit Criteria [page 2]

*Introduction*:

* + The purpose of the plan is to document our milestones, responsibilities, and tasks for our project.
  + The game we are making, titled Dragons’ Reign, is a top-down role-playing-game (RPG) where the player goes through various regions defeating dragons, beasts, tribesmen, and other foes in order to rid the world of the awakening dragons and their worshipers.

We are using AndEngine and the Java programming language in order to code the project, and Tiled to create our maps using open source art assets. The game will play on Android powered phones and devices. Team members involved are: Jordon & Josh Kopp, Derek Finch, Matt Kalafut, Vince Smeraldo, and Mark Muniz.

* + Our Expectations/Assumptions for this project were that we expected and assumed that by the end of the 16 weeks we’d have a playable version of our game that would be able to be updated in the future as time would allow us to. We expect that we will meet our goal in our time allowed and stay on schedule with our project.
  + *Role Responsibilities*:

Team Lead

Jordon Kopp

Lead Programmer

Vince Smeraldo

Programmers

Matt Kalafut

Mark Muniz

Derek Finch

Josh Kopp

Designer

Marco Malek

* + - Out sourced artist
  + Who is in charge? (Leads, managers, directors, etc.) Jordon Kopp is the team leader
  + Who is responsible for technical support? Symbiotic Games
  + Are you dealing with any 3rd party for support, resources, etc.? We will be using AndEngine forums and other open sources for assets and resources

*Tasks and Milestones*:

* + Tasks: During our project we have completed risk management documents, bug fixing and bug documentation, scheduled meetings, events, and deadlines, and have set up our asset inventory in our online repository Github.
  + Milestones:
  + Finalized GDD (Game Design Document)
  + Finalized TDD (Technical Design Document)
  + Finished UI
  + Finished battle system
  + Finish character class
  + Finished playable zone
  + Finished major city
  + Finished completed game

*Implementation Resources*: We will be using Github for version control, Gimp for art, Eclipse & AndEngine utilizing the Java language to get our coding done, and Tiled for our TMX Tile Maps.

*Exit Criteria*: Basically as far as our exit criteria goes, we are going to ensure that we have a working (Playable) demo ready by the time we are done with the course and provided we all have the time, resources, and motivation to after we graduate we’d like to continue the game after graduation.