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***Assignment # 1***

***Subject IT Project Management***

***Name Muhammad Hamza***

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***Section 15IT (A) Morning***

***Submitted***

***To Sir Ikram Ul Haq***

***University Of Gujrat***

***(Main Compus)***

**Project Charter**

**Business need or justificationconst**

In Networks communication is transformation o of message from one machine to another. Network Tutor is a game in which user learn the process of communication in network. How a message pass through the network and reach its destination. Its total depend on OSI layer working.

A lot work done in past. There are many tools and application which help to understand the network like cisco packet tracer, ensp etc. Also a lot of animation provide that tells the working of OSI layer. And my game also teach networking with entertainment, in which user interact with game and learn networking.

Today there is a need of this type of game that help people specially student who want to learn networking, so this help to all students.

**Scope (high level)**

This game include basic OSI layer functionality which require to transfer the message from sender to receiver. This game cover the packet transformation from sender to receiver.

This game will promote computing field specially networking by its structure and working. Each mission will have information, guidance and motivation for the user. This game has fellow characteristics

* Motivate students
* Guidance for learner
* Entertainment and information for students and other people
* 3D, missionary, informative game
* Player characters and the ability to move and perform actions
* Timely task that complete within time.
* Game scenario updates and enhancement
* Addition of more missions

**Objectives (such as the intended product, service, or result)**

* Built the imaginary concept of network theory.
* To increase the learning of networking through game.
* Students easily understand OSI layer working.
* Student learn how a message reach its destination.
* Student learn how communication hold in network.

**Requirements (high level)**

* Unity 5
* Visual Studio
* Blender
* Adobe Photoshop
* Microsoft Word & Visio

**System Requirement:**

* Windows 7, 8, 10
* Ram 4GB (minimum) and 8GB (recommended)
* DirectX 11
* Graphics card 1GB and core i3 CPU

**Risks (high level)**

* Game may me boring
* Time management

**Assumptions and constraints**

Our game include three building, one for sender, second for intruder and third for receiver. A user is a character through user interact with game. Each floor have some material. Game have mission which complete with in time. Game include basic OSI model working not in detail.

**Stakeholders (primary)**

* Students
* Faculty Members

**Timing (anticipated)**

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| **Sr #** | **Task** | **Duration** | **Start Date** | **Days to Complete** |
| **1** | Project Proposal | 4 days | 9/20/2018 | 3 |
| **2** | Feasibility Report | 4 days | 9/24/2018 | 3 |
| **3** | Requirement Gathering | 10 days | 9/28/2018 | 10 |
| **4** | Requirement Analysis | 10 days | 10/8/2018 | 10 |
| **5** | Designing | 50 days | 10/18/2018 | 50 |
| **6** | Implementation | 50 days | 12/8/2018 | 50 |
| **7** | Testing | 7 days | 1/28/2019 | 7 |
| **8** | Deployment | 10 days | 2/7/2019 | 10 |
| **9** | Final Documentation | 7 days | 2/17/2019 | 40 |