

Roblox – Make a Game

Group Project

PMIS

Members

Zyrynyl Melendres (Project Manager)

William Smallwood

Euan Sutherland

Thomas Heaton

Niall Swan

Patryk Augusewicz



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Project Summary

Roblox – Make a Game!

Dates

Sponsor Appointed	Project Authorized	Project Closed
20/01/2019	10/01/2019	

Purpose

Goal / Outcome	<ul style="list-style-type: none">• Making a fun game that can be monetized.• The game also needs to be popular for the people who plays Roblox.• Learn how to make a roblox game• Learn how plan a game
Main product	A game that is a class-based combat, where based on what class the player chooses, it will give the player certain weapons and skills. A game that can be monetized, via customizable weapons/look and rewards. There will be objectives in the game like 3v3, 6v6 and King of the Hill. Ideally have some physics-based rendering or shaders to make it more realistic. We monetize the game via game passes which shows what cosmetics the player chose.
High-level Requirements	<ul style="list-style-type: none">• A game that has a scoring mechanism.• A game that is fun.• A game that has a multiplayer function.• Has sounds.• Ideally has the new features of the Roblox framework (e.g. terrain vegetation, physics-based rendering).• A game that can be monetized and be able to get robux, which is real money.• A popular game genre that has a chance for growth.• A game that can be original and popular.

Targets

Duration	12 weeks
Budget	Not applicable for this project.

Major Risks

Not finishing the game which doesn't help the purpose of this project. Were overly reliant on everyone making the deadline so we can work together to make a fun project, also affects the progress of the project if the deadline is not met. If the game isn't balanced, or the game isn't fun to play and do not engage the player which makes the game unpopular. Being unpopular means that the game has lower chance of being monetized.

Roles

Sponsor	John McGowan
Consultants	William Smallwood (Scripting), Thomas Heaton (Scripting), Niall Swan (UI and HUD, Monetisation), Patryk Augusewicz (Audio), and Euan Sutherland (Map and Level Design)
Project Manager	Zyrynyl Melendres (Also doing Animations)
PM Support(s)	
Team Manager(s)	
Supplier PM(s)	



Business Case

Roblox – Make a game.

Business Purpose for doing the project

So, the client can see the progress of how a team of developers make a Roblox game, and maybe see some issues or challenges that comes up when making a Roblox game. Also see how the game can be monetized and be able to get robux, which is a currency that you can buy with real money. We will plan to monetize via game passes which contains the cosmetic that the user bought.

Expected Benefits

Learning how to make a game, planning the game and organizing a team. Managing a project and satisfying the customer. After finishing the project, we will also have the chance of earning money if we pass a certain threshold of the robux we earned.

Expected Dis-Benefits

We might have to use more time than expected to meet the deadlines, but crunch times are expected when making a game.

Expected Cost

Not applicable for this project.

Major Risks

The client will have a low income of robux. The client will also struggle on how to make and plan a game if this group project wasn't available.



Configuration Map

Roblox – Make a game.





Schedule Model

Roblox – Make a game.

Schedule Model													
Week 1 (Jan 20-27)							Week 2 (Jan 27- Feb 3rd)						
Task						Done	Task						Done
Warrior Animations						Yes	Implement Warrior Class						
Basic UI						Yes	Change Warrior Class to intended design and start Mage animations						
Basic Map						TBC	Detailed UI Navigations and Microtransaction						
Warrior Sounds						Halfway done	Finish Warrior Sounds						
Basic Objective						Yes	Scoring System						
Class Designs						Yes	Map						
Tasks that must be done													
Task						Done							
Animations for the 3 classes													
Microtransaction integrated													
Map													
Objectives													
Sounds for the classes													
Functioning UI and HUD													
Weapons/Gear that can be bought													

We schedule a task every week, we also have task that we prioritise the whole project that must be done in the project timeline.

The Roblox Project - Milestone Schedule													
Task	Week1	Week2	Week3	Week4	Week5	Week6	Week7	Week8	Week9	Week10	Week11	Week12	Week13
Playable Basic Game				◆									
Mock up Monetisation					◆								
Main 3 classes Implemented						◆							
1st Map				◆									
Models									◆				
Game Mechanics							◆						
Fully Implemented Microtransaction										◆			
Finished Game											◆		
PMIS			◆										
Delivery													◆
Report													◆

A milestone to show deadlines.

[illegible]



Client sign-off

Roblox – Make a Game!

Documents checked

- Project summary
- Business case
- Configuration map
- Schedule model

I confirm that the content of the project management documents listed above provides an accurate and adequate specification of the project requirements

Signed:

Date: 02/05/2020