Project Summary



Roblox – Make a Game!

Dates

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

Purpose

|  |  |
| --- | --- |
| Goal / Outcome | Making a fun game that can be monetized. |
| Main product | A roblox game. |
| High-level Requirements | - game framework with scoring  - multi-player, more than one player  - fun!  -Ideally also - use of some recent/new feature of the Roblox platform, e.g. terrain vegetation, PBR materials, etc.  - audio |

Targets

|  |  |
| --- | --- |
| Duration |  |
| Budget |  |

Major Risks

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Roles

|  |  |
| --- | --- |
| Sponsor |  |
| Consultants |  |
| Project Manager |  |
| PM Support(s) |  |
| Team Manager(s) |  |
| Supplier PM(s) |  |