Project Summary



Roblox – Make a Game!

Dates

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

Purpose

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| --- | --- |
| Goal / Outcome | Making a fun game that can be monetized. So that the client can see how a team works to make a Roblox game. |
| Main product | A roblox game. |
| High-level Requirements | A game that has a scoring mechanism, a game that is fun. A game that has a multiplayer function and has sounds. Ideally has the new features of the roblox framework, eg terrain vegetation, PBR materials. |

Targets

|  |  |
| --- | --- |
| Duration | 12 weeks |
| Budget | Not applicable for this project. |

Major Risks

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| 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. |

Roles

|  |  |
| --- | --- |
| Sponsor | John McGowan |
| Consultants |  |
| Project Manager | Zyrynyl Melendres |
| PM Support(s) |  |
| Team Manager(s) |  |
| Supplier PM(s) |  |