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. And see the progress of a team and the issues when making a roblox game.  The game also needs to be popular for the people who plays roblox. |
| 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, 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. |

Targets

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| --- | --- |
| 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. If classes aren't balanced, or classes aren'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

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