Project Charter

INFT 3000 - Capstone

Adam Hemeon - W0434257 | **Brady Getson** - W0430313 | **Craysyn Trottier** - W0226088 | **Jayden Morehouse** - W0427457 | **Kieran London** - W0429281

Project name: **Project SCRAPBook**		
Project description:	Project SCRAPBook is an Android game built with Android Studio that takes the gameplay of a classic Rock, Paper, Scissors game which incorporates users' photos and color analysis to win.	
Goal Statement:	Create and deploy an open-source, versioned Android app using Android Studio that programmatically makes use of the user's camera and photo library in a rock-paper-scissors style game. This project is to be completed as a team project by the end of the semester.	
Project objectives:	● Provide group members with a more in depth knowledge of Android development for use in industry. ● Leave team members with a better understanding of how to properly manage live projects using Git and GitHub workflow as version control. ● Have our project published on the Google Play store as a project work sample. ● Have an operational product by the end of the semester.	
Project is considered successful when:	● A functioning least viable product versus computer is developed. ● The application is published on the Google Play Store. ● The semester ends and all project management documentation is submitted to our instructor. ● Stretch: Game handles player vs player mode as client-host model.	
Project participants:	Title:	Name:

<table>
<tr><td></td><td><u>Team Members</u>:

<u>Instructor:</u></td><td>Adam Hemeon
Brady Getson
Craysyn Trottier
Jayden Morehouse
Kieran London

David Russell</td></tr>
<tr><td>Available resources:</td><td colspan="2">● Biweekly Capstone Class.
● Free developer labour as part of a student project.
● JetBrains / Android Studio subscription.
● Project members willing to crowd source funding for an Google Play Developer Account ($~25).
● Project may be persisted through open-source as part of a GitHub repository.</td></tr>
<tr><td rowspan="2">Milestones:</td><td>Status:</td><td>Due:</td></tr>
<tr><td>Milestone 0: Project Planning And Researching

Education & Training (1.1)
● Researching Git Branching Workflow & Github. (1.1.1)
● SCRUM as Agile Methodology. (1.1.2)
● Using The Camera / Photo Library / Stock Photos As Part Of An Android Project. (1.1.3)
● Color Theory And How RGBA Works / Rock Paper Scissors Game Logic. (1.1.4)
● Researching Deploying To Google Play Store. (1.1.5)

Documentation (1.2)
● Develop GitHub Code Of Conduct. (1.2.1)
● Define Coding Style Guide / Conventions. (1.2.2)
● Define Communications Plan. (1.2.3)</td><td>Feb 17 2021</td></tr>
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	Milestone 1: Least Working Product User Interface 1.0 (2.1) ● Wireframe (2.1.1) ● UI Least Viable Product To Code Against (2.1.2) ● UI Intents / Bundles Navigation (2.1.3) ● UI 1.0 Testing (2.1.4) Access Camera & Photo Library (3.1) ● Selecting Up To 9 Photos At Once (3.1.1) ● Storing And Passing Photos The User Selected (3.1.2) ● Accessing Photo Testing (3.1.3) Storing Stock Photos (3.2) ● Find Stock Photos Online Of Varying Colors (3.2.1) ● Use Resources Folder (3.2.2) ● Keeping Photos Out Of Memory Until Needed (3.2.3) ● Storage Testing (3.2.4) RGB Composition Algorithm (3.3) ● Determine The Color Of A Given Photo By The RGB Value (3.3.1) ● Assign Color Value To A Photo (3.3.2) ● Color Algorithm Testing (3.3.3) Rock Paper Scissors Game Code (3.4) ● Compare The Users And Computers Photo (3.4.1)	Mar 1 2021
	Milestone 2: Completed Product User Interface 2.0 (2.2) ● UI Color Mockup (2.2.1) ● Implement Color Mockup (2.2.2) ● UI Prettifying And Color Fixing (2.2.3) ● XML Animations (2.2.4) ● UI Quality Of Life Changes (2.2.5) ● UI Testing (2.2.6)	Mar 29 2021

	Rock Paper Scissors Game Code (3.4) ● Implement Rock Paper Scissors Rules To Determine Winner (3.4.2) ● Monitor Score Of The Game (3.4.3) ● Rock Paper Scissors Testing (3.4.4) Computer Player (3.5) ● Computer Player Randomly Use Stock Photos From Preselected Group (3.5.1) ● Add Strategic Rules To React To The Player (3.5.2) ● Computer Player Balancing (3.5.3) ● Computer Player Testing (3.5.4) Connecting with Local Network Client-Host (3.6) ● Host A Game (3.6.1) ● Generate Room Code (3.6.2) ● Have Client Connect To Game Via WiFi / Local Network (3.6.3) ● Error Handling (Client / Host Disconnects) (3.6.4) ● Network Testing (3.6.5) Google Play Launch Checklist (4.1) ● Create Google Dev Account (4.1.1) ● Google Play Language / Localization Settings (4.1.2) ● Google Play Licensing (4.1.3) ● Google Play Store Listing (4.1.4) ● Choose Distribution Options (4.1.5) ● Finalize Launch Checklist (4.1.6) Deploy To Google Play Store (4.2) ● Publish Application (4.2.1) ● Play Store Testing (4.2.2) Clean Up GitHub Repository (4.3) ● Update README (4.3.1) ● Delete Unused Branches (4.3.2) ● Set Up For Pull Requests (4.3.3)	

Potential risks:	• The Team may run out of time in the semester to complete the project. • The project may not have adequate testing time and may have bugs.
Assumptions / Limitations	• We assume we will need time to complete projects and assignments for other classes. • We assume that not all team members will be available at all team meeting times. • We assume we are going to be able to deploy our app to the Google Play store in the allotted time. • We recognize the time constraint of only having until the semester ends.
Approval:	Title and name:
	Instructor: David Russell Signature _____

Template retrieved from: https://everhour.com/blog/project-charter/

https://docs.google.com/document/d/1o1CJhXdrnYkkInDbPm2GxonSkYw2R-DCaimtcssi2-M/edit