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*CROSSFIT MISFITS MOBILE GAME APP*

project PlaN

*Version 1.0*

*04/03/2016*

Date:

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Document Control

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| --- | --- | --- | --- | --- | --- |
| **Version #** | **Implemented**  **By** | **Revision**  **Date** | **Approved**  **By** | **Approval**  **Date** | **Reason** |
| 1.0 | Document Writer | 01/03/16 | James Heartland | 04/03/16 | Draft basic project plan 1.0 |
| 1.1 | Analyst | 07/03/14 | James Heartland | 08/03/16 | Updating test plan, Risk RACI matrix |
| 1.2 | Game Developer | 26/03/16 |  |  |  |
|  |  |  |  |  |  |

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# Introduction

## Purpose of Project

As average people life became busier than ever before, most of average smart people neither time nor ability to play game available in app store or Google Play Store. Team “Cross fit Misfits” is planning to build app game which will get its input from everyday activity from Walking, Running or other activity. In addition, game will community challenge feature that will users can challenge other user based geographic location. Moreover, it encourage user to do more everyday physical activity to gain more points in the game and that will improve user physical health.

## Topic

Main topic of this project is build mobile game in Android Environment. Furthermore User does not have learned complicated game strategy, steep learning curve and waste large amount expensive mobile data. Dungeon Crawl will compete in market activity based game app with twist. In addition, this game will rush felling of “Zombie Run” and curiosity of “War of Warcraft” in android based game.

## aims and goals

## AIMS

Entire “Crossfit Misfits” scrum teams plan is learn programming in C# in Unity Game Engine by building android game. In addition, also Java is necessity deploy the game android in environment. In that this case 80% of Developers will learn Java for first time. In addition, Team will also get chance to work on major project for first time. That will give this team a huge experience gain for the most team members working in team environment. It also give opportunity aim for moon shoot target which way beyond every member’s ability. That will push the team to extreme stress and work under tight deadline.

## Goals

One of the biggest goal is to finished project successfully, on time and achieve milestone as a team. Due nature and complexity of the project, team effort is must for success. Team’s work break Work Breakdown Structure will have 7 Milestones. Team “Crossfit Misfits” will hit every Milestones to finish the project to keep entire Team on time track. Moreover, every member will separate goals for this project.

# PROJECT OBJECTIVES

## Project SCOPE

Due to limited time and budget, Team “Crossfit Misfits” has built mobile app with strict project defined scope in order to keep project from failing. According to PYMBOK guide 80% project failed due to bad project planning and bad risk assessment.

### Create Android Application supports Samsung S5 and similar platform.

### Create simple game interface access.

### Create app module to access user activity data like pedometers data, GPS data.

### Game app will connect game server and provide platform for community challenge.

# Android Game

# Connect Server

## Project out of SCOPE

This part project plan will deal with options or idea would not part of project. But it will consider for future project or project extension.

### Apple iOS version of this game app.

### Wearable support both android and iOS.

### Customized Game plan and community based ranking.

### Community will have forum and messaging system.

### Premium account support for VIP users and additional features.

# OVERVIEW

## Overview

As this mobile app project, so final outcome of this project needs to be well constructed and user friendly. Because, mobile app markets are more competitive any other software platform together. According Wired Magazine in June 2015, 70% percent of app in iOS App Market never downloads more than 20 times a month. So, those app are dead and no future prospects. Furthermore, in phase 1 team “Crossfit Misfits” will build Android App game will retrieve users physical activity from mobile and that will currency and input for this game. On top this, user will allowed to challenge other users or join in community challenge.

## Description

Dungeon Crawl will be a mobile video game application designed for Android devices. As the game aims to incorporate a pedometer system it will be aimed at students and commuters.  It is meant to be a casual game similar to a zero player game that players can check in once in a while to observe their progress. Players will progress through the game by simply going about doing their day to day business: walking to school, taking the bus, going to the supermarket etc. as the game uses your pedometer in order to progress.

The game will be fantasy themed and take inspiration from famous RPGS (Final Fantasy, Pokémon etc.). Each player will be able to create a character and through the pedometer system gain experience points and the like to strengthen their character. Players would also be able to “check-in” to certain locations (e.g McDonald’s) and be able to assist other players in the area (example gifts, bonus exp).

The game world would have 4-5 dungeons and every certain number of steps the player would be asked whether they are able to enter a dungeon (so they do not die randomly for entering for no reason). Each dungeon requires a certain number ­of steps to exit and to “complete”. Whilst in a dungeon, the player would slowly lose health points. If the character runs out of health points before the required number of steps is required then they will get sent back to the beginning of the map (think of the Candy Crush map). Once a dungeon is completed the player will be rewarded cosmetic items and equipment for their character. In addition, they will be able to progress further in the game.

## tools and technologies

Due to complexity of this project, Team “Crossfit Misfits” will use various kind third party software to develop Mobile game app.

|  |  |  |  |
| --- | --- | --- | --- |
| Software name | version | specialist/experince | Reason for use |
| 1. Microsoft word | verion 2011 macverion 2013 windows | all memeber | documenation |
| 2. Microft excel | verion 2011 macverion 2013 windows | all memeber | LOgging work hours |
| 3. MIcrosoft Project | version 2013 macversion 2016 windows | shafaqat ahmed | wbs, gantt-chart,planning |
| 4. android studio | 1.51 all platform | no one | to build the mobile appications |
| 5. Unity Engine | 5.4.0B11 (Beta) | no one | build entire game engine and other attributes. |
| 6. notepad / notes | notepad version various (Windows)Notes 5.4.21 (MAC) | all members | keeps notes |
| 7. trello | gold edition (shafaqat)standerd edition (all members) | all members | track progess |

Following table shows us Software Engineering Project Model is going to be selected for this project,

|  |  |  |  |
| --- | --- | --- | --- |
| development model | version | specialist/experince | Reason for use |
| 1. dad | dad 2.0 | shafaqatahmed | plan, SCHEDULE, and following table |

The following table also shows DAD 2.0 advantage over its main competition in this market;

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name of Methodology** | **Documentation** | **Design & Analysis** | **Coding & software development** | **Testing** |
| **Waterfall** | Too early in project, no chance of updating requirement | Too early in project, no chance of updating requirement | Happens in middle of the project with no interactions with client | Done at last when it is too late to fix anything |
| **Scrum** | Does not deal with Documentation | Client is involved at every stage of decision making | Client is involved at every stage of decision making | Testing runs over entire software development life cycle for every small block |
| **Lean** | Does not deal with Documentation | Follows strict guidelines and proven steps | Follows strict guidelines and proven steps | Less testing to save cost |
| **XP** | Very little interactions with Documentation | Less interaction with client | Coders and Analyst make major decisions | Less interaction with client as tester |
| **DAD 2.0** | Treated like live document, amendments happen as progress through project life cycle | Client is involved at every stage of decision making | Client is involved at every stage of decision making | Testing runs over entire software development life cycle for every small block |

Additional reasons selecting DAD 2.0 over other methodologies,

1. Pair Programing (which helps to produce good user stories and software)
2. Perfect for 3-5 people team.
3. Improves the production efficiency over the project cycle.
4. Produces better documentation and user manual.

Keeps entire team motivated.

## Objectives

Following list will the major objectives,

3.01 Build Android mobile game application name Dungeon Crawl.

3.02 Build all game characters for the beta stage of game.

3.03 Build all game parameters with visual scale for various levels.

3.04 Build Game Server to store user details, backup all user information and run community challenges,

3.05 Build Game User Interface, which will be tested by control user group for UX

testing.

3.09 Game Server will also create Player Ranking Table.

## High-Level Requirements

The following table presents the requirements that the project’s product; service or result must meet in order for the project objectives to be satisfied.

| Req. No. | I Requirement Description |
| --- | --- |
| 3.3.1 | Build Mobile Android Game |
| 3.3.2 | Build with 3 Dungeons for Game various |
| 3.3.3 | Game will have access pedo metter information from smart phone |
| 3.3.4 | Build at least 3 different characters for Game |
| 3.3.5 | Games will have easy and simple User interface |
| 3.3.6 | Build Game Server to store information |
| 3.3.7 | Easy and simple navigation Game Arena |
| 3.3.8 | Game Server will arrange community chanellege |

## Major Deliverables

The following table presents the major deliverables that the project’s product, service or result must meet in order for the project objectives to be satisfied.

| Major Deliverable | I Deliverable Description |
| --- | --- |
| 3.4.1. Project Plan | Map/Guideline for the project / Blue Print |
| 3.4.2. Dummy User Interface | Prototype Interface user feed back |
| 3.4.3. Alfa version of the mobile game app | Still have small bugs but mostly ready system |
| 3.4.4. Beta version of the mobile game app | Still have small bugs but mostly ready system |
| 3.4.5. Additional levels of Game | Selected control user will beta test the new Game App |
| 3.4.6. Deploy realease candidate | Final version to start staff training |
| 3.4.8. Documentation | software documenation and user help guide |
| 3.4.9. Source Code | As part of open source game |

# Duration

## Timetable

Entire project is scheduled with draft Gantt chart, following table shows draft Work Break Down Structure.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Task Name | Duration | Start | Finish | Predecessors | Resource Names |
| 1 | 0. Start Project | 0 days | Mon 2/29/16 | Mon 2/29/16 |  |  |
| 2 | 1.0.0 Initial Stage | 9.13 days | Mon 2/29/16 | Fri 3/11/16 |  |  |
| 3 | 1.1.0 Project scope and options published | 2 hrs | Mon 2/29/16 | Mon 2/29/16 | 1 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 4 | 1.5.0 Form group for Activity Game | 0.13 days | Fri 3/11/16 | Fri 3/11/16 | 3 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 5 | 2.0.0 Planning Stage | 70 days | Wed 3/9/16 | Tue 6/14/16 |  |  |
| 6 | 2.2.0 Weekly team meeting | 70 days | Wed 3/9/16 | Tue 6/14/16 | 4 |  |
| 7 | 3.0.0 Excuting Stage | 60 days | Fri 3/11/16 | Fri 6/3/16 |  |  |
| 8 | 3.1.0 Sprint 1 block 1 | 60 days | Fri 3/11/16 | Fri 6/3/16 |  |  |
| 9 | 3.1.1 Analysis 1 block 1 | 2 days | Fri 3/11/16 | Tue 3/15/16 | 4 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 10 | 3.1.2 Design 1 block 1 | 2 days | Tue 3/15/16 | Thu 3/17/16 | 26 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 11 | 3.1.3 Develop 1 block 1 | 2 days | Thu 3/17/16 | Mon 3/21/16 | 27 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 12 | 3.1.4 Test 1 block 1 | 2 days | Mon 3/21/16 | Wed 3/23/16 | 28 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 13 | 3.1.5 Documentation 1 block 1 | 2 days | Wed 3/23/16 | Fri 3/25/16 | 29 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 14 | 3.2-3.6 Sprint 2-6 block 2-6 | 50 days | Fri 3/25/16 | Fri 6/3/16 | 30 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 15 | 4.0.0 Monitoring and Controlling Phase | 1 day? | Wed 6/15/16 | Wed 6/15/16 | 4 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 16 | 5.0.0 Finalization Phase | 1 day? | Fri 6/3/16 | Mon 6/6/16 | 31 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |
| 17 | 5.1.0 Acceptance Test | 5 days | Mon 6/6/16 | Mon 6/13/16 | 33 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%],Dumbledore,Flaya Barile,Gandalf,Merlin,Prof James Harland |
| 18 | 0. Finish Project | 0 days | Mon 6/13/16 | Mon 6/13/16 | 34 | Shafaqat Ahmed[10%],Richard Chen[10%],Kevin Tunacao[10%],Thanh Duong[10%],Ryna Testa[10%] |

# budget Estimate

## Funding Source

In this specific project, Tri-wizard Trickery is the major sponsor. Moreover, Tri-wizard Trickery is financing 50,000.00 for this project. As, Tri-wizard parent company will provide to its Australian front 25,000 as seed money for startup project and rest of the 25,000 as standard variable rate overdraft loan.

All the revenue from app store sales will be diverted to pay the overdraft account first than rest of the seed money.

## Estimate

All team members working as part of the internship. So, all manpower including advice from the mentor will free charge. That reduces

# Assumptions, Constraints And Risks

## Assumptions

This section identifies the statements believed to be true and from which a conclusion was drawn to define this project charter.

### Based on preliminary research, all existing hardware with minimal upgrade can host the new cloud based system. Client agreed allocate separate fund and budgets for the software licenses and hardware upgrades

### Client’s in-house Developers will provide hand to backup old system in case any disaster occurs.

### Client will include all Global Projects on Site employees and equipment into their insurance for any kind of damages. Client also include, into their public liability insurance for any physical injury.

## Constraints

This section identifies any limitation that must be taken into consideration prior to the initiation of the project.

### Time is biggest constraint as average game development done professional developers over 8-12 months. In this case, this project will be done under 14 weeks with no experience with Unity Game Engine and its programming Language.

### Entire project is based on draft idea from combinations of RPG game from desktop platform and mobile platform activity game like “Zombie run”.

### Team has develop the Android game can run most of the time will run on background with minimum resource usage.

### Game needs to be interesting between non-gamer and amateur gamers because Google Play Store Market is flooded by various kinds of game and alternative choices.

## Risks

Risk is part and parcel of every project. In addition, none one especially Project Manager reduce to zero risk. Only thing good Project Manager can do is manage the risk near to zero with proper contingency plan. Moreover, good

| **Risk** | **Contingency Plan** |
| --- | --- |
| Project Idea reject by Client | 1. Create alternative project ideas have develop to present Tri-wizard Trickery and Dr. James Harland |
| Failure to finish developing any part software | 1. Team needs to always schedule slack time between parts of development to cushion any fall back or sudden fall. |
| Black hat hacker got access to confidential game technology | 1. Final release candidate will go through both white box and black box testing. 2. Software will also tested by Open source community for security vulnerability. |
| Beta version Android Game crashed while selected user group | 1. Schedule and allocate additional resource fix bugs as quick possible, before any further development |
| Testing stage Android Device got stolen | 1. System will record all the mac address of all approved Android devices; Any missing devices will be blocked from VPN access and remote erase will activated. |

# 

## RACI Matrix:

A responsibility assignment matrix (RAM), also known as RACI matrix /ˈreɪsiː/ or ARCI matrix or linear responsibility chart (LRC), describes the participation by various roles in completing tasks or deliverables for a project or business process.[4] It is especially useful in clarifying roles and responsibilities in cross-functional/departmental projects and processes.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Role / Activity | Gandalf (Steering Committee Cahir/Client) | Dr. James Harland (PMO Officer) | Falya (Steering Committee/Advisor) | ShafaqatAhmed (Document Writer) | Richard Chen (Analyst) | Assistant Project Manager | Kevin Tunacao  (Developer) | Richard Chen (Tester) | Thanh  Doung (System Module Designer) | Ryan Testa  System Administrator / Graphic Designer |
| Research and information gathering for initial stage | C, I | I | C | R, A | C | A |  |  |  |  |
| Organize meeting with key members regarding the requirement | C, I | C, I | C, I | R, A | C, I | A, C, I |  |  |  |  |
| Prepare, conduct and analyses survey | I | C, I | C | R, A | C | A |  |  |  | A |
| Do cost analysis | C, I | I |  | R, A | A, C | A |  |  |  | A |
| Review and finalize financial and user requirements | C, I | R, I | C, I | A | C | A |  |  |  |  |
| Hire staff | I | I |  | R, A | C | A |  |  |  |  |
| Developing the Android Game prototype | I | C, I |  | R |  | A | A |  | A | A |
| Backup all current and previous data for disaster to company in-house storage |  | I |  | R |  |  | A |  |  | A |
| Test dummy prototype and get feedback |  | I |  |  |  | A | A | R, A | A | A |
| Finalize dummy model for board meeting and final development cycle | I | C, I | I | C, I | I |  | C | C | R, A | C |
| Start final prototype development |  | C, I |  | R, C |  | A | A |  | A | A |
| Test and gather feedback. Point out all major issues. | I | I |  | I |  | I | A | R, A | A | A |
| Build VPN network for Game Server platform |  | I |  | C, I |  | C, I | R, A |  | A | A |
| Build new Game Level |  | I |  | C, I |  | C, I | A |  | A | R, A |
| Build central database cloud base |  | I |  | C, I |  | C, I | A |  | R, A | A |
| Develop Game Strategy |  | I |  | C, I |  | C, I | R, A |  | A | A |
| Security and vulnerability testing |  | I |  | I |  | I | C | R, A | A | A |
| Test the overall system and document their vulnerability | I | I |  | R |  | I | A | A, C | A | A |
| Release security patches |  | I |  | C, I |  | C, I | R, A | A, C |  |  |
| Security penetration testing by outside hacker |  | I |  | C, I |  | C, I | A, C | R, A | A, C | A, C |
| Test the Game | I | C, I |  | R, A |  | A | C |  | C | C |
| Create technical and user documentation | I | I |  | R |  | A | A, C | A, C | A, C | A, C |

# Project Organization

## Roles and Responsibilties

This section describes the key roles supporting the project.

| **Name & Organization** | **Project Role** | **Initial** | **Project Responsibilities** |
| --- | --- | --- | --- |
| Kevin Tunacao | Game Developer | KT | He will be one of two developer responsible code entire Android Game |
| Shafaqat Ahmed | Document Writer | SA | He will be main |
| Thanh Duong | Game Developer | TD | He will be one of two developer responsible code entire Android Game |
| Richard Chen | Analyst / Tester | RC | He will be responsible for scoping the entire project. He is also be Tester fro this project. |
| Ryan Testa | Graphic Designer | BA | His responsible for all graphics and visual graphics needs |
| Flaya | Mentor/Advisor | F | He will providing the entire Crossfit Misfit team valuable advice and feedback |
| Dr. James Harland | Project Coordinator | JH | He represents Tri-wizard Trickery’s Australian Front and contact person between parent company Tri-wizard Trickery |
| Gandalf | Director | G | He is one of the three directors the interest of Tri-wizard Trickery |
| Merlin | Director | M | He is one of the three directors the interest of Tri-wizard Trickery |
| Dumbledore | Director | D | He is one of the three directors the interest of Tri-wizard Trickery |

## 

## Team members INterest, passion and skill set:

Following Tables shows team members interest passion and skill set,

|  |
| --- |
| **Name:** Kevin Tunacao **Student Id** : s3600546 |
| **Interest:**  My interest in I.T first began when I first started to animate random cartoon out of my own  interest then it soon developed into making games. By using programs to create games such  as Adobe Flash and Game Maker Studio, I was able to enjoy the freedom and creativity  made from programming. To me, I.T has tons of potential to express people's creativity and  ideas and it enables us to be much more efficient in our normal daily lives. For examples, the  internet allows us to communicate with people ranging from close friends and family to new  people |
| **Passion:**  My passion is to be programmer for games in particular. Despite coding being very  frustrating and time consuming, the satisfaction of completing a game and letting friends and  others play it is worth the effort. |
| **Skills:**  ActionScript 3 ­ intermediate Game Maker Language ­ beginner C# ­ beginner |

|  |
| --- |
| **Name:** Ryan Testa **Student Id** : s3603027 |
| **Interest:**  Coding, programming and otherwise observing and creating programs, systems and networks. |
| **Passion:**  Video games, hardware, networking and making physical systems function. Design and visual layouts made through Adobe Photoshop or through physical means (like paper prototypes). |
| **Skills**:  Moderate skill in visual design and creation, especially in Adobe Photoshop. Used to organizing wires (cable management) as well as making physical computer system setups appear visually appealing. |

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| **Name:** Richard Chen **Student Id**: s3610126 |
| **Interest:**  Developing skills in the field of Information Technology and modern design (Photography and graphic design). |
| **Passion:**  Photography and working with camera equipment, as well as new and developing technologies such as virtual reality.. |
| **Skills:**  High skill and knowledge in visual communication, design and photography. With high knowledge in the Adobe Suite programs (Light room, Photoshop, Illustrator & InDesign). As well as a high knowledge in the fundamentals of information technology with computers and other technological devices. |

|  |
| --- |
| **Name:** Shafaqat Ahmed **Student Id**: s3130795 |
| **Interest:**  Developing skills in commercial side of information technology like business management, productivity increase and automation. I am also interest in field Patient Analytics and Intellectual Property management. |
| **Passion:**  I have been always passionate about green technology and electric transportation. In addition, |
| **Skills:**  High skill and knowledge in visual communication, design and photography. With high knowledge in the Adobe Suite programs (Light room, Photoshop, Illustrator & InDesign). As well as a high knowledge in the fundamentals of information technology with computers and other technological devices. |

|  |
| --- |
| **Name:** Thanh Duong **Student Id**: s3601172 |
| **Interest:**  I am interested in the design and production of these games (including programming). In addition, I am thoroughly intrigued by the advancements in technology and how they affect games ( virtual reality for example). Though most of my knowledge is in the design field,I aim to broaden my IT skills from just basic HTML coding and Microsoft Access knowledge. I took a Bachelor of Information Technology rather than a games design course as this degree would allow to me explore the more technological side of things rather than explicitly creative. |
| **Passion:**  I was five years old when I laid my hands on my first ever video game. Super Mario World for the Super Nintendo captivated me from the very start. It had gorgeous sprite work, a soundtrack that made you want to bounce around and outstanding gameplay. From that point on, video games became my passion. I became fascinated by how video games interacted with players and how different consoles changed the ways games were played. |
| **Skills:**  Most of my knowledge is in the design field, I aim to broaden my IT skills from just basic HTML coding and Microsoft Access knowledge. |

## Comunications

As this projects is complex in nature, communication is key factor in order to keep it keep running like well oiled machine. As, team following DAD protocol, in early stage team will have stand up meeting, weekly retrospective meeting, sprint backlog meeting and product backlog meeting.

Main source and official way communication will be done school provided RMIT email address. Moreover, for quick communication, remote meeting or short message team is going to use Skype. For updating log or any other file, team is going to use Google Drive and Apps platform. Also all team member’s personal mobile phone number in case of emergency

Following table show all the contact details,

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Email | Facebook | Skype |
| Shafaqat Ahmed | s3130795@student.rmit.edu.au | Shafaqat Ahmed | Shafaqat Ahmed |
| Ryan Testa | s3603027@student.rmit.edu.au | Ryan Zelda Testa | crystalarcane |
| Thanh Duong | s3601172@student.rmit.edu.au | Thanh Duong | turtleschumurtle |
| Richard Chen | s361026@student.rmit.edu.au | Richard Chen | funkymonkzz |
| Kevin Tunacao | s3600546@student.rmit.edu.au | Kevin Tunacao | kevinlikestrains |

## Stakeholders (Internal and External)

A stakeholder is anybody who can affect or is affected by an organisation, strategy or project. They can be internal or external and they can be at senior or junior levels. Some definitions suggest that stakeholders are those who have the power to impact an organisation or project in some way.

**7.2.1 Internal Stakeholders**

7.2.1.1 Crossfit Misfits Team members

7.2.1.2 Mentor / Advisor Flaya

7.2.1.3 Dr. James Harland

**7.2.2** **External Stakeholders**

7.2.2.1 Tri-wizard Trickery.

7.2.2.2 Game users

7.2.2.3 Google Play store

7.2.2.4 Android users

# TEsting

Testing is most integral part of every good project. Testing improves quality of outcome and better software. It also makes sure software is doing it suppose do. In addition, test also shows security vulnerability and bugs issue with software. As team using Dad 2.0 development methodology and each sprint cycle develop part of software, which will be tested at the same time. SO, unit testing will be done each sprint cycle. Once major part of the software developed than tester will run whit box testing on entire android app game.

Following Table shows various kind of testing done at entire project at various stages,

|  |  |  |  |
| --- | --- | --- | --- |
| Stage | Sub – Stage | Testing Type | Possible outcome (Acceptable range) |
| Execution | Sprint 1 | White Box / Unit Testing | Few feature will working with few bug issues |
| Execution | Sprint 2 | White Box / Unit Testing | More features than first stage and less bug issue |
| Execution | Sprint 3 | White Box / Unit Testing |  |
| Execution | Sprint 4 | White Box / Unit Testing |  |
| Execution | Sprint 5 | White Box / Unit Testing |  |
| Execution | Sprint 6 | White Box / Unit Testing |  |
| Closing Phase | Final Product Testing | Black Box Testing | Near perfect with minor bug issue |
| Closing Phase | Acceptance Test | Black Box Testing | Near perfect product as possible |

# project Charter approval

The undersigned acknowledge they have reviewed the project charter and authorize and fund the project. Changes to this project charter will be coordinated with and approved by the undersigned or their designated representatives.

|  |  |  |  |
| --- | --- | --- | --- |
| Signature: |  | Date: |  |
| Print Name: |  |  |  |
| Title: |  |  |  |
| Role: |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Signature: |  | Date: |  |
| Print Name: |  |  |  |
| Title: |  |  |  |
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| Role: |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Signature: |  | Date: |  |
| Print Name: |  |  |  |
| Title: |  |  |  |
| Role: |  |  |  |

APPENDIX A: REFERENCES

The following table summarizes the documents referenced in this document.

|  |  |  |
| --- | --- | --- |
| **Document Name and Version** | **Description** | **Location** |
| Stakeholders | Definition Stakeholders | <https://en.wikipedia.org/wiki/Stakeholder_(corporate)> |
| RACI Matrix | Definition RACI matrix |  |

APPENDIX B: KEY TERMS

The following table provides definitions for terms relevant to this document.

|  |  |
| --- | --- |
| **Term** | **Definition** |
| **PM** | **Project Manager** |
| **PM-Assit** | **Assistant Project Manager** |
| **ACC** | **Accountant / Accounts Manager** |
| **ACC-IN** | **Intern Accountant** |
| **PS** | **Project Sponser** |
| **DBD** | **Database Designer** |
|  |  |