Exercise 10
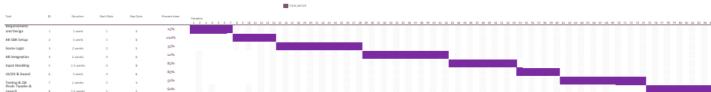
Dienstag, 1. Juli 2025   18:43

1) Project Planning for Tetris Gaming App

Phase	Duration	Milestone
1. Requirements & Design	1 week	Feature list & interaction design finalized
2. AR SDK Setup	1 week	AR dev environment ready
3. Game Logic	2 weeks	Core Tetris mechanics working
4. AR Integration	2 weeks	Game objects visible on AR glasses
5. Input Handling	1.5 weeks	Gesture/gaze control implemented
6. UI/UX & Sound	1 week	Game feedback + HUD visuals complete
7. Testing & QA	2 weeks	Game fully tested on target AR devices
8. Final Tweaks & Launch	1.5 weeks	Polished version published

Gantt Chart: project activities and dependencies (Gantt Chart.xlsx)

Summary of dependencies:

Task	Depends On
Game Logic	Requirements & Design
AR Integration	AR SDK Setup
Input Handling	AR Integration
UI/UX & Sound	Game Logic
Testing & QA	Input Handling + UI/UX
Final Launch	Testing & QA

2) Cost of the project

Cost estimation:

Role / Item	Effort (12 weeks)	Rate (€/hr)	Cost (€)
AR/Game Developer	~30 hrs/week → 360 hrs	30 €	**10,800 €**
UI/UX/Game Designer	~12 hrs/week → 144 hrs	25 €	**3,600 €**
QA & Testing	~8 hrs/week → 96 hrs	20 €	**1,920 €**
Sound & Graphics Assets	One-time flat cost	–	**300 €**
Misc. (hardware, AR devices, licenses)	–	–	**400 €**

⇒ Total cost ≈ 17,000 €

Selling price:

Option	Price (€)	Justification
Casual game price	5.99 €	Fits mobile/AR game standards
Premium version	9.99 €	If polished, with leaderboard/multiplayer
Bundle price	3–4 €	If offered in an AR game bundle

3) Project staff

Role	Responsibility	Effort
1. AR/Game Developer	Core development: game logic, AR SDK, integration	Full-time

2. UI/UX Designer	Game screen layouts, controls, interaction design	Part-time (early + mid-phase)
3. QA/Tester	Continuous testing: unit, AR interaction, UAT	Part-time (from mid-phase onward)
4. Project Lead / Coordinator	Planning, prioritizing, blocking issues, stakeholder feedback	Part-time
5. Asset Creator (freelance or AI-based)	Sound effects, block visuals, animations	Short-term / on-demand

4) Which software development process

Agile development process because:

· Flexibility: Agile allows for iterative development and continuous feedback, which is crucial for innovative projects like AR apps.

· Customer Involvement: Regular feedback from potential users can be incorporated quickly.

· Risk Management: Frequent releases and testing help identify and mitigate risks early.

5) 5 Options to finish the project

- Simplify the Scope
  - Cut non-essential features and focus on a basic playable version (MVP) to reduce workload.

- Work More Intensively (Short-Term)
  - Increase focus or put in more hours short-term to finish key tasks — only if manageable.

- Postpone the Launch
  - Delay release slightly to avoid rushing and ensure stability and quality.

- Get Help or Delegate Small Parts
  - Ask peers for support or use ready-made assets/tools to speed things up.

- Accept Imperfection & Finish
  - Prioritize completion over perfection — fix bugs and polish later if needed.