

JAGSAT project

Project Plan Document

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Project Course

Åbo Academy

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Revision history

Date	Version	Description	Author
01.10.2009	1.0	Project Plan	Sarah Lindstrom
10.12.2009	2.0	Delivery editing	Alberto Villegas

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1 Project overview

1.1 Project objectives, goal

Our project is to create a game for the gaming device that TribeFlame is developing. The device will imitate board games, social and other multi-player games through a computer with a multi-touch touch screen as interface. Games will be downloadable through the TribeFlame online store, which will work much like the mobile-phone stores (Appstore, Ovi store). The games will be stored in the device which you can easily carry with you wherever you go.

1.2 Project deliverables

The deliverables of this project will be:

- Project vision document
- Project plan document
- Project status reports and presentations
- Design document
- Business Documents and analysis (Venture Cup)
- Poster
- Postmortem analysis

1.3 Budget and resources

The project is done as a student project, no expenses. The team will be using mainly computer resources available at Åbo Akademi.

2 Project organization

The project is lead by the project manager, Thomas Forss. The project manager is responsible of planning and organization of the project, and communication with customer. The project manager also is the team leader for the team assigned to the project.

The team has additionally the following roles, as defined in table 1.

Team member	Role
Juan Pedro Bolívar Puente, Alberto Villegas Erce	Main programmers
Guillem Medina	Programmer
Aksel Junkkila, Guillem Medina	Game designers
Sarah Lindström, Thomas Forss	Business consultants
Alberto Villegas Erce, Aksel Junkkila	Documentation managers
Sarah Lindström	Usability manager
Juan Pedro Bolívar Puente	Unit test manager

Table 1: Roles in the project.

3 Phases and milestones

3.1 Phases

1. Specification phase
2. Design phase
3. Implementation iterations:
 - (a) Alpha version
 - (b) Beta version
 - (c) Quality assurance
 - (d) Documentation
 - (e) Bug fixes

3.2 Milestones

1. Specifications ready → 1.11.2009 (game defined)
2. Design version 1 → 1.12.2009
3. Alpha release → 15.01.2009
4. Unofficial beta release → 12.02.2009
5. Beta release → 12.03.2010
6. Passed quality assurance → 12.03.2009 (ICT showroom)

3.3 Schedule

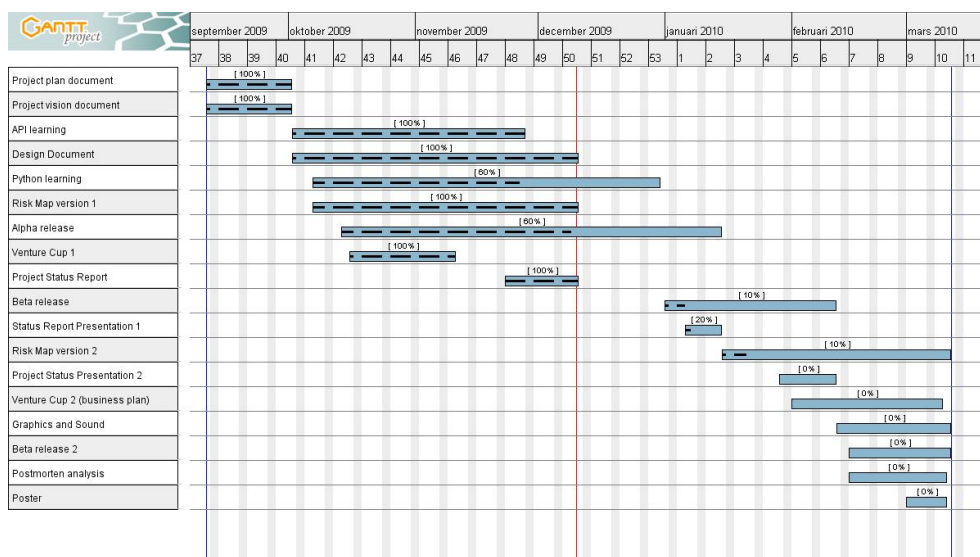


Figure 1: Gantt diagram.

3.4 Tasks

The following tasks table has been defined as a guide for the project development. 2

Task	Status	Est. workload left (h)	Deadline
Project Plan (2)	90 %	4	14.12.2009
Project Vision (2)	90 %	4	14.12.2009
Alpha release	60 %	220	15.01.2010
- Core layer		40	
- In game menu		20	
- Main menu		40	
- Player menu		10	
- Map loading		20	
- Map component		30	
- Setup stage		20	
- Game stage		20	
- Integration		20	
Beta release	10 %	100	12.02.2010
- Load/Save game		20	
- Improving widgets		30	
- Art		50	
Venture Cup 2	0 %	30	11.03.2010
Beta release 2	0 %	240	12.03.2010
- Art		40	
- Programming		200	
Status report 2	0 %	16	12.03.2010
Risk Map ver. 2	10 %	20	12.03.2010
Graphics and sound	0 %	12	12.03.2010

Table 2: Tasks

4 Quality assurance

The quality assurance will be performed inside the team. The specifications are reviewed by the customer; the design is reviewed in internal meetings.

Although we have a unit test manager in the group the code will always be tested by one team member before forwarded. The whole group is responsible for that the game works as planned and that quality assurance phase is passed. We all have main responsibilities and backups for each task.

5 Risks

In the project the following risks are identified:

- Availability of the resources. As the team members are working in the team besides other studies and activities, it is very difficult to guarantee the availability of the resources.
- Dependency. This game depends on how the TribeFlame device works. Changes in the device may occur, and might make this project very sensitive.
- Motivation. The team members are not motivated enough and may not finish the project on time.
- Lack of knowledge. The programming language Python, which is new to a few team members, may prove to be more challenging than we thought in the beginning of the project.
- Over ambitious. The team may plan a game which is not possible to program within the timeframe of the project.
- Time table not estimated correctly. The schedule is not realistic and has to be revised during the project.
- Injury, illness or other issues that prevent people from working. If this happens we will have to adjust the schedule and switch roles from back-up to main.

6 Tracking

6.1 Project team meetings

Meetings are held usually once a week. We will meet with Tribeflame about once every two weeks. The meetings are recorded and conclusions written down to be sent to everyone by e-mail. We will keep track on the work done with the JIRA task management system.

6.2 Time tracking

All time used for the project is recorded. The time is recorded on $\frac{1}{2}$ hour accuracy and categorized according to the following job types: Meetings, programming, management, design, implementation, testing, documentation, database, lectures.

7 Documentation

The system should mainly be self-explanatory, so user manual are not really needed. However, the following basic documentation is needed:

Architectural manual How the system is build up, which languages, which basic data structures and mechanisms. **Installation manual:** How the system is installed in a new place. **Game manual:** How to play the game and how the game works in general.