Project Plan
for
Illuminati Game

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1. Overview

The main goal of this project is to create a java digital version of the existing game “Illuminati: The game of conspiracy” for easier access to everyone. The customers would be mainly from people of age 16 or higher. This project will deliver a PC based game of the existing one. The budget is zero and it would take around 6 weeks to deliver. There is no other dependent projects and no other projects depends on the result of this project. The planned deadline for this game to be delivered on is on July 03, 2019. Since we have no budget on this project there is no cost to make the game expect time. The price of game will be at 8.99. We are inspired to make this game into a digital copy because it will be much easier in the long run. Since it is digital it will have all the benefits of be a digital copy. Some benefits are faster gameplay, more replayability, easy to find, and little set up time.

2. Goals and Scope

2.1 Project Goals

The project will include a number of inputs, which will assist the user in the gameplay such as:

- Choosing the number of players
- Choosing actions
- Intuitive controls
- Easy to use UI
- Control in handling money
- Movement of players
- Undo the last action

The project will also include a number of outputs, which will help the user to make their play in the game. Some of them are:

- Money left to spend
- Position of players
- Available actions
- Cards Display

The business goals for this project would be the following:

- Focused on users aged over 16 but mainly focused on users aged between 18-25.
- Estimated time to market would be around 6 - 8 weeks.
- Cost for this software would be on retail for $9.

The gameplay is textUI based, so the user will be able to view the outputs as explained in section 2.1. It is fast, easier to understand and not complicated so the users can have a smooth gameplay.

Some of the constraints include:

- Can be played only on a Windows / Mac PC
- Must have Java application installed.
- The user must have a Windows 7 or later and Mac OS Sierra or higher.

Project Goal	Priority	Comment/ Description/ Reference
Functional Goals:	**1**	**Refer Section 2.1**
Input options		

Output options		
Business Goals:	**4**	**Refer Section 2.1**
Target focus		
Cost		
Technological goals	**3**	**Refer Section 2.1**
Constraints:	**2**	**Refer Section 2.1**
OS compatibility		
Availability of the application		
Device compatibility		

2.2 Project Scope

2.2.1 Included

This project will include a Java application created for Mac and Windows OS laptops and desktops. This project will include the game's original instruction manual, as well as a text based control system and UI. The project will also have a vision document, use cases/UML, a test plan, a flow chart, and a user manual.

2.2.2 Excluded

This project will exclude devices such as tablets, phones, and Linux OS Distributions. This project will also exclude a tutorial and microtransactions.

3. Organization

The project will be led by mainly Surya Das, and Daniel Gione will watch over the engineering side of development more closely. Some issues that may occur with a poor result would be poor reception by the target audience, poor sales, and a poor grade. If there is a fair or good result, the customer may be more receptive to the product, as well as there being a better grade.

3.1 Organizational Boundaries and Interfaces

The project is dependent on both the professor's demands, as well as staying true to the way of the game for the consumers that wish an easier to access model. Both of these stakeholders would be affected by the project's completion.

3.1.1 Resource Owners

3.1.2 Receivers

The receivers would be both the professor of the class, as well as the lab instructor. It would also include the consumers of the game.

3.1.3 Sub-contractors

3.1.4 Suppliers

3.1.5 Cross Functions

3.1.6 Other Projects

3.2 Project Organization

The project is organized under the supervision of the project manager Surya Das, as well as the technical project manager Daniel Gione.

3.2.1 Project Manager

Role	**Name:**
Project Manager	Surya Das
Technical Project Manager	Daniel Gione

3.2.2 Project-Internal Functions

Function	**Name**	**Comment**
Quality Assurance	Daniel Gione	
System Test Lead	Brian Cabral	
Validation Lead	Nayna Gajera	
Configuration Mgmt	Surya Das	
Change Mgmt	Brian Cabral	

3.2.3 Project Team

Name	**Availability**	**Comment**
Surya Das	Tues-Thurs	
Daniel Gione	Tues-Thurs	
Brian Cabral	Tues-Thurs	
Nayna Gajera	Tues-Thurs	

3.2.4 Steering Committee

4. Schedule and Budget

4.1 Work Breakdown Structure

Timeline Chart

S= Surya, B= Brian, D= Daniel, N=Nayna	28-May	2-June	9-June	16-June	23-June	30-June
Requirement and specification	S					
Engine architecture design	B					
Interface layout and design	D					
Input Handler (DInput)			S			
Text Handler			D			
Logic Handler			N			
Attribute Handling			B			
Unit Pathing			N			
File I/O Parser			S			
Interface Help			S			
Engine Help			D			
FAQ			B			
Game building tutorials			N			
Manual			N			
Unit testing			S,D			
Integration testing			S,D			
Validation testing			S,D			
Performance testing			N,B			
In-house Alpha testing			N,B			
Outside beta testing			N,B			
System Requirements Specification	S					
Software Requirements Specification	D					
Software Quality Assurance Plan	B					
Risk Management Plan	B					
Software Configuration Mgmt.	N					
Project Plan	N					
Design Document	N					
Test Plan	S					

4.2 Schedule and Milestones

Milestones	**Description**	**Milestone Criteria**	**Planned date**
M0	Start Project	Beginning of project	5/31/2019
	Project is given	Initial product given	

M1	Start planning	Vision Document	6/4/2019
	Project goals and scope defined	Scope and content described	
M2	Start Constraints	Project Plan	6/07/2019
	Constraints identified	Requirements agreed, project plan reviewed, resources committed	
M3	Confirm Cases	Use Cases/UML	6/11/2019
		Architecture reviewed for what it can be possibly used for	
M4	Test Plan		6/13/18
		Test and verify plan is working	
M5	Construction Phase		7/03/2019
		Product system Tested, documentation reviewed	
M6	Close project		7/04/2019

4.3 Budget

No Budget, no money spent

4.4 Development Process

For this project, we aim to use an incremental development process, breaking the assignment into bits and striving to finish it over time. This process has been selected because it will allow

us to finish different parts of the assignment in small sprints, and it is very effective when attempting to meet deadlines. It also allows us to communicate our results effectively with the team and takes a lot less time than something such as an evolutionary cycle.

4.5 Development Environment

Item	**Applied For**	**Availability By**
Methods		
Use Case	Requirements capturing	M0
Tools		
Eclipse	Game Design	M1
Languages		
UML	Design	M1
JAVA	Game Design	M1

4.6 Measurements Program

5. Risk Management

The Risk manager for this project is Brian Cabral. Brian will be the point of contact for all concerns involving risks. The Risk Management plan will be updated at each team meeting when it is held. Risk status will be reported to the project manager (Surya) and the project manager will then communicate it to the rest of the team.

Major risks are as follows:

- Incomplete software
- Late delivery
- Target demographic resist end result
- Change in project
- Loss of team member
- Unplayable
- Equipment failure
- Deviates from the project requirements
- Program game rules do not match board game rules

Risk Table

Risks	Probability	Impact 1-5 scale (1=Highest , 5= Lowest)	Description
Incomplete Software	90%	1	Project will be delivered incomplete
Late Delivery	85%	1	Project will be delivered after the due date
Target demographic resist end result	30%	3	Project will not be liked by the customer
Change in project	15%	1	Project is changed to a different board game. High impact because we have to start over

Loss of team member	35%	2	Team member can drop class causing more work to be divided
Unplayable	50%	1	Project is unplayable and full of bugs
Equipment failure	25%	1	One of the team member's equipment fails causing a delay
Deviates from the project requirements	10%	1	Project is completely different from project given
Program game rules do not match board game rules	20%	3	Project doesn't follow game rules

6. Sub-contract Management

NA

7. Communication and Reporting

Type of communication	Method/Tool	Frequency / schedule	Information	Participants / Responsibles
Internal communication:				
Project Meetings	Slack	Weekly and on event	Project status, problems, risk, changed requirement	Project Mgr Project Team
Sharing project data	Slack	When available	All project documentation and reports	Project Mgr Project Team
Milestone Meetings	Slack	Before milestones	Project status (progress)	Project Mgr Project Team Professor Lab Instructor
Final project Meeting	Slack		Wrap-up experiences	Project Mgr Project Team Professor Lab Instructor
External communication:				
Project report	Excel sheet	Weekly	Project status - Progress - Forecast - Risks	Project Mgr Project Team Professor Lab Instructor

8. Delivery Plan

8.1 Deliverables and Receivers

Ident.	Deliverable	Planned date	Receiver
1	Vision Document	06 - 04 - 2019	Professor
2	Project Plan	06 - 07 - 2019	Professor
3	Use Cases/UML	06 - 11 - 2019	Professor
4	Test plan	06 - 13 - 2019	Professor
5	Flow Chart / Diagram	06 - 18 - 2019	Professor
6	User manual	06 - 20 - 2019	Professor
7	Basic playerability	07 - 03 - 2019	Professor
8	User Interface	07 - 03 - 2019	Professor
9	Rule enforcement / turns	07 - 03 - 2019	Professor

9. Quality Assurance

Will be in Test plan

10. Configuration and Change Management

Some of the expected changes are as follows:

- Expansion to platforms like Python and C++.
- Will be able to run all platforms that can run Java.

Our use of an incremental process will help break down these large tasks into smaller parts. It will allow them to become easily completable. For example, switching to Python and C++ we could implement features one at a time in these short increments. This would be much quicker than using a method such as waterfall.

11. Security Aspects

None are included because cheating is encouraged within our game.

12. Abbreviations and Definitions

NA

13. References

- Template project plan
- Project plan example

14. Revision

Revision number	Page	Description	Date
1.0	----	Initial version	6/6/2019
1.1	3,8	Fixed overview, Timeline was in a page by itself. Moved it under 4.1	6/07/2019