

Mélange Computing Services

Independent Software Developers

440 CS Avenue

Chicago, IL 60607-1035

Memo from: Upper Management
To: Product Development Team
Subject: Three-Dimensional Thinking Game
Date: 28 January 2013

The Marketing and Planning Division of Mélange Computing Services has recently completed an extensive study that indicates great opportunities for our company to develop games which require three-dimensional thinking to play and win, and that if the game is related to a particular domain, such as skydiving or scuba diving, the chances of success are even greater. The market for computer-science / IT oriented games and first-person shooters are all saturated, so we will have to avoid those areas. Past experience has shown that a much better product is produced when we work together with experts in the particular domain of the product being developed, so it would be best if we can identify such an expert as early as possible. Marketing has also determined that it will **not** be necessary for our product to include three-dimensional graphics, so long as the domain of the game itself is three-dimensional in nature. Needless to say our product needs to be original, though it could be modeled after existing games.

Please prepare an Initial Project Proposal by Friday February 8th, addressing specifically the following issues:

- A brief description of the game to be produced, including any special features that will differentiate it from currently existing games.
- The domain in which the game will operate. Include as much information as possible regarding the unique features and characteristics of the domain.
- A description of the hardware and software platform on which the product will operate, taking into consideration the special environment of the game domain. Include any special equipment that may need to be purchased or developed for this project.
- The client that is expected to eventually buy the game. Initially the project will be funded in-house, but it is important to understand the eventual client, and to work with them during development if possible.
- The end-users who will use the game on a day-to-day basis. Consider in particular their educational level, probable familiarity with computers, and any physical or other considerations that might constrain the eventual solution.
- Typical use-cases and/or scenarios of using the product.
- Preliminary architecture breakdown and assignment of responsibilities.
- Contact information regarding domain expert(s) willing to advise and evaluate the product, if available.
- An estimated schedule of activities over the next three months. Management feels it is important to hand this project over to the development department by the beginning of May 2013, which will require having a preliminary design and testing plan completed by that time. In order to meet that goal we will need to have a Requirements Document completed by March 8, a Detailed System Design by April 1, and a Testing Plan (with initial testing results) by April 19. Please include this information in the form of a Gantt chart, which will be updated as the project progresses.

As always, the value of your report will be dependent on the quantity and quality of information contained therein, as well as the overall readability of the report. Appropriate UML diagrams and good overall organization will enhance the readability of your report, whereas spelling, grammatical, and formatting errors will detract from its value, as will unnecessary padding with superfluous material. Please provide also a single sheet Executive Summary as a separate document. You may use available template(s) as a starting point for your report, but if you do, make sure to eliminate or hide any content that does not apply.

Because of our tight time schedule, you should not delay action pending approval. Unless you hear otherwise, you should assume that your proposal has been approved and proceed with requirements development and analysis.