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Technical Document Evaluation Plan
Course: CMPS 4113: Software Engineering

Draft

Format: Scale 1-10 7

- Title page *Logo, team name*
- Revision History
- Table of Contents
- Font/ Spacing/ Margins consistent
- Use of Headers
- Section names and numbers proper
1 Paragraph is not a section
- Every section has text
minimal
- Captions and descriptions for figures and tables
None
- Necessary citations/references
- Page numbering

Content Scale 1-10 6

- Introduction
 - Motivation/purpose/Scope
 - Overview of document
- All relevant material/complete
missing complete task
- Organization
could be better.
- Creative
- Correct spelling/grammar

Name/Group Spear Works
Semester: Spring 2024

Final Grade: 16.5/20

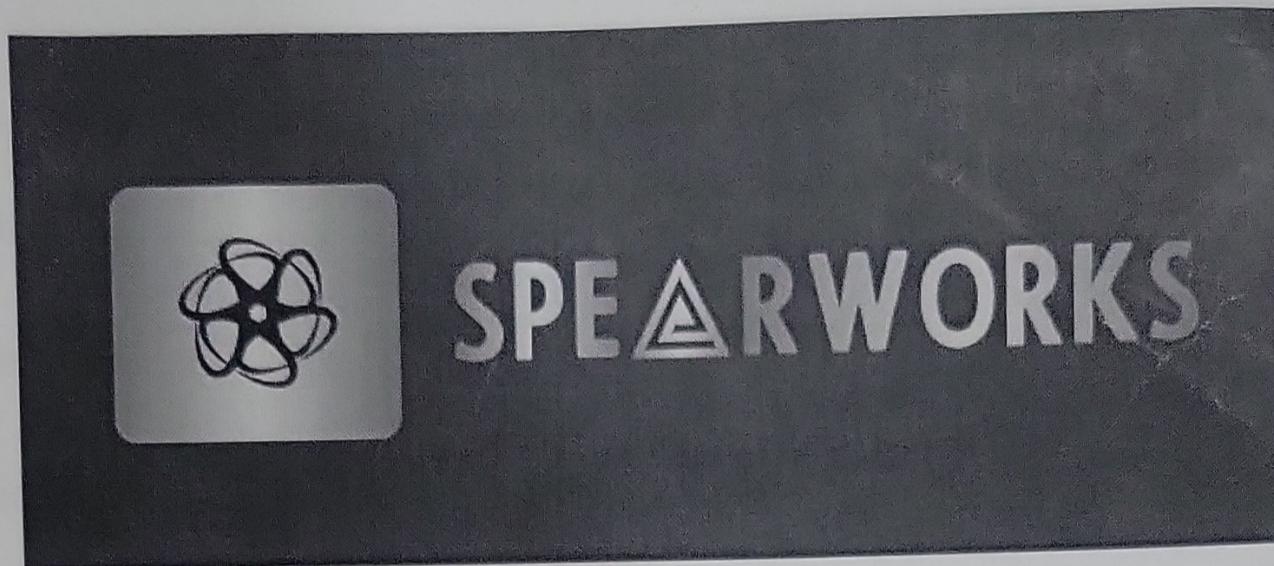
Format Scale 1-10 8.5

- Title page
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- Use of Headers
- Section names and numbers proper
- Every section has text *Bullets. Need paragraphs*
- Captions and descriptions for figures and tables
- Necessary citations/references
- Page numbering

Content Scale 1-10 8

- Introduction
 - Motivation/purpose/Scope
 - Overview of document
 - All relevant material/complete
 - Organization
 - Creative
 - Correct spelling/grammar
- No schedule.
No diagram
for this,
eg. Gantt
chart.*

Project Plan Final ✓ Version



by

Brown, Zane

Lawson, Brayden

Nguyen, Daniel

Swearingen, Bishop

SpearWorks

Development Team

Table of Contents

Introduction	2
Purpose	2
Project Scope	2
Major Functions	2
Overview of document.....	3
Revision History.....	3
Project Organization.....	4
Team Organization.....	4
Communication	4
Documentation.....	5
Project Resources.....	5
Human Resources	5
Hardware and Software	5
Additional Assets and Other Software	6
Risk Management	7

SpearWorks Project Plan Final Version

Schedule	8
Task List	8
References	9

1. Introduction

The SpearWorks team is tasked by Dr. Stringfellow to develop a 2D ethics game educating players about the ACM Code of Ethics and Professional Conduct. The purpose of this document is to define project scope, provide context regarding project organization, resources, risk management, and project timeline.

1.1 Project Scope

The scope of this project is to develop an ethics game capable of educating students about the ACM Code of Ethics and Professional Conduct. The game will report the player's mastery of the ethics. The game will provide methods allowing varying sources of truth apart from the ACM Code of Ethics and Professional Conduct.

1.2 Major Functions

- Various difficulty levels
- Modifiable questions
- Statistics screen highlighting knowledge deficiencies.
- Ten game levels

*not a presentation. not bullet
only*

needs to a Paragraph.

1.3 Overview of document

This document will continue by enumerating the contextual information about the SpearWorks development team. Section 1 is the introduction to the document. Section 2 will go over the project organization, how the team is organized, and what hardware and software will be used. Section 3 is about risk management and contains a table showing some of the potential risks the SpearWorks team could encounter. Section 4 has a schedule with a task list specifying which member of the team will complete each task. Section 5 contains references and citations.

1.4 Revision History

Project Plan Version 1- February 28, 2024

Project Plan Final Version- March 6, 2024

2. Project Organization

This section describes the development model the SpearWorks team will use, as well as the team organization process?

2.1 Team Organization

SpearWorks will be following a controlled decentralized team structure and use the Scrum process model. Daniel will be the team leader and will be responsible for the direction the team goes and who is responsible for the tasks that need to be completed. The team will meet weekly in the library to discuss each member's progress as well as to assign new tasks when needed. SpearWorks will communicate primarily in person through meetings and open discussions, but aside from that the team will communicate through Slack. Different documentation will be sent through Slack as well as progress checking on different tasks. Communication with the customer will be conducted in person or through email. One member will be responsible for documenting the meetings and who is responsible for each task. The other members will assist with meeting documentation, but Bishop will manage the actual document.

2.2 Project Resources

This section describes the resources used for the Ethics Game, such as human resources, development and target environment.

2.3 Human Resources

The project team for this Ethics Game has four members, who are all committed to

the completion and fulfilment of the project. They must all contribute equally to the

project's development to completion. They are assigned a specific activity to focus

on for this project, however they are not limited to just a single task by themselves

and will assist others with their tasks as needed.

2.4 Hardware and Software

The hardware used for this project will consist of personal laptops and desktops, as

well as computing facilities on the Midwestern State University campus. The main

piece of software that will be used for this project will be the game development

engine Godot 4.2.1 for Windows. All computers for this project will be running either

Microsoft Windows 10 or Windows 11.

not double-spaced
names

2.5 Additional Assets & Other Software

With the limited time for the completion of the project not every asset in the game can be made by the team since they do not have experience in graphic design. Some assets such as background sprites, NPCs, Interactable, and the environment will be Third-Party graphical assets, specifically sprites. The assets that are made by the team will be made through the combination of Microsoft Paint and a photo editing software known as GIMP.

3. Risk Management

Table 1 enumerates potential risks capable of disrupting successful development of the Ethics Game.

Table 1. Risks

Centur

Risk	Chance	Impact	Contingency Plan
Illness	Moderate	Minimal	Rescheduling meetings, remote meetings, sending SMS messages.
Requirement modifications	Moderate	Moderate	Anticipate time necessary for each requirement. Negotiate with Dr. Stringfellow when a certain requirement cannot be completed by deadline.
Learning Godot	Moderate	Moderate	Everyone will watch tutorial videos and read guides when necessary.
Project on time	Low	High	Proper time management and fixing defects early on.

4. Schedule

This section details the objectives and timeline for the SpearWorks development team. It also specifies which tasks each member is assigned.

~~4.1 Task List~~

The tasks and resources assigned are below

- Propose 3 Ethics Game ideas – All team members.
 - Get feedback from the customer on the proposals - Bishop Swearingen
 - Create Requirements Document Version 1- Brayden Lawson
 - Create Project Plan Version 1- Daniel Nguyen
 - Create Use Case Diagram- Brayden Lawson
 - Create the final version of the Requirements Document- Daniel Nguyen
 - Create the final version of the Project Plan- Brayden Lawson
 - Document the meetings- Bishop Swearingen
 - Create prototype- Zane Brown will be lead developer, but the rest of the team will assist in building the project in Godot as well.
 - Create the user interface- Zane Brown
 - Create Godot Ethics game- All team members with Zane Brown as the lead developer.
 - Get customer feedback on the Godot Ethics game- Bishop Swearingen
 - Test Godot Ethics game- All team members.
- NO Date*

5. References

- Logo Source - <https://looka.com>
- ACM Code of Ethics and Professional Conduct - <https://www.acm.org/code-of-ethics>
- Godot requirements - https://docs.godotengine.org/en/stable/about/system_requirements.html
- Figure 4.3 IEEE Std 930-1998 SRS standard - Software Engineering - David C. Kuhn's