Pioneers of Catan (Group 8) Mobile Web Application

Project Plan – Pioneers of Catan

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INTRODUCTION

Purpose of Plan

As a group, we decided to work on a project that would have immediate use in our practical lives. Some of our group members are board game enthusiasts, especially of the game “Settlers of Catan”. A complex and intricate game involving growth of a settlement, there is also the involvement of the setup of a board. This board can be difficult to arrange before the game starts, and ensuring a quality experience can depend solely on how well the board is arranged.

As such, our group identified the need for an application that could automatically sort out the board before the game started, ensuring an optimal gaming experience for all involved at maximum efficiency. Our project plan is to create an application that can generate a visual representation of a Settlers of Catan board, given certain parameters, and obeying game rules that ensure that the board is randomized as well as playable. Our group members will each be responsible for individual parts of the project, and we will be using XAMPP, PHPStorm, and JavaScript to create different functional aspects of our project.

Project Approach

We will be implementing a Rapid Application Development (RAD) methodology, and our main focus will be on efficient delivery of the project, while still ensuring that the needs of the project are met through rigorous testing approaches. We are choosing a RAD project approach over alternatives such as a Waterfall or Agile methodologies because this is one of our first group projects together, and we do not have a project planning cycle long enough to ensure a cohesive vision for a Waterfall approach, and as a whole, our group is not experienced or skilled enough in different areas to employ a truly effective Agile methodology, nor is it necessary when we are not reporting to customers or clients to solve rapidly changing problems. Our RAD approach will ensure that given set parameters given in the project, that we are able to fulfill them within the shortest timespan possible, and we will focus on having specific members learning and being responsible for certain aspects of the project, instead of everyone being a jack of trades skill wise. This ensures that individuals working on each part of the project are able to focus on learning skills necessary for creation of an efficient module of the project, and the project as a whole will be able to shine in each individual area. This reduces rework and overlap in the group, and increases project efficiency.

We will set milestones and require that team members provide demonstrations of their work, such that members that require collaboration with other parts of the project always have an idea of what they are working with. From that, we will be able to create starter versions of our project, and as a group we can decide on what needs improvement or could potentially be unnecessary. Being in constant contact with prototypes of the final product will give us the confidence as a new group that we are able to produce a quality final product, as well as give everyone an image of what needs to be done for improvement. With all that in mind, our project phases are something like this:

Phase I: Planning the initial requirements and goals for the final product

Phase II: Analyzing the requirements for each of our versions, and assigning technical duties to each individual member

Phase III: Design and demonstration of each successive version and our prototypes

Phase IV: Once our prototypes have reached a certain standard, the final version will be created to represent our finished product, and showcased out in a final demonstration

PROJECT MANAGEMENT APPROACH

Project Timeline

Planning – January 12 to February 5

Analysis – February 5 to February 19

Design – February 19 to March 5

Implementation – March 5 to April 23

Closeout & Maintenance – April 23 to April 30

Project Roles and Responsibilities

| **Role** | **Responsibilities** | **Participant(s)** |
| --- | --- | --- |
| Project Sponsor | 1. Review Project Reports at each stage of the project and provide feedback | Thuan Nguyen |
| Project Manager | 1. Manages project in accordance to the project plan 2. Provide overall project direction 3. Direct/lead team members toward project objectives 4. Ensure that all project tasks are completed on schedule 5. Delegate project tasks to Team Members for completion 6. Provide instruction to Team Members 7. Handle problem and conflict resolution 8. Help create final product | Binet Lee |
| Team Members | 1. Understand the user needs and business processes of their area 2. Act as consumer advocate in representing their area 3. Communicate project goals, status and progress to each other and the Project Manager 4. Review and approve project deliverables 5. Creates or helps create work products 6. Provide knowledge and recommendations 7. Helps identify and remove project barriers 8. Assure quality of products that will meet the project goals and objectives 9. Identify risks and issues and help in resolutions 10. Design and implement final product | Steven Borik  Caroline Personius  Rodolfo Zolezzi  Stephen Strack  Matthew Wallace  Adam Samadazda |

Project Scope Statement

The scope of this project includes the design, implementation, and understanding of web applications. Integration with common devices and database structures given. Utilizing the programming languages available to complete the project.

All phases of the project and issues that arise will be communicated with the Project Manager and the Project Sponsor. All tasks completed will be reviewed and modified to meet project scope, architecture requirements, and project manager expectations.

The scope of services required includes:

* Process Analysis
* Application Customization and Data Mapping
* User Interface design
* Documentation Upload
* Error Reporting Setup
* Quality Assurance
* Application Integration
* Application Maintenance
* Complete Project Documentation
* Project Management Communication

This Project Plan may be modified at any time to accommodate any limitations by the programming languages, project constraints, and time constraints.

Issue Management

The information in the Project Plan may change, and appropriate measures must be taken to document that change and effectively work with new plans. Changes to the project plan impact the project timeline, resources, and sometimes quality. Changes to the Project Plan will be handled as follows:

**Step 1:** As soon as a change which impacts project scope, schedule, staffing or spending is identified, the Project Manager will notify the Team Members.

**Step 2:** The Project Manager will review the change and determine the associated impact to the project and will forward the issue, along with a recommendation, to the Team Members for review and recommendations.

**Step 3:** Upon receipt, the Team Members should reach a consensus opinion on whether to approve, reject or modify the request based upon the information contained within the project website, the Project Manager’s recommendation and their own judgment.

**Step 4:** After the Team Members have submitted their feedback to the Project Manager, the Project Manager will make a final decision on what plan to implement.

**Step 5:** Following feedback by the Team Members and consensus between the Project Manager and Team Members, the Project Manager will notify the original requestor of the action taken and implement the agreed upon plan. There is no appeal process.

Communications Plan

In order to facilitate open communication and knowledge about the project plan, progress, and any changes, the Project Manager and Team members will implement the following communications plan.

This plan provides a framework for informing, involving, and obtaining buy-in from all participants throughout the duration of the project.

**Audience** This communication plan is for the following audiences:

* Project Sponsor
* Project Manager
* Team Members

**Communication Channels**

* Facebook Group
* Group Messaging through GroupMe App
* -eLearning Email as necessary

**Communications Methodology** The communications methodology utilizes three directions for effective communication:

### **Top-Down** Guidance and final say on all project plans, changes, and implementation will be communicated by the Project Manager to the Team Members.

### **Bottom-Up** Team Members have the responsibility to let the Project Manager know about any questions, concerns, recommendations, or feedback that they have. This will allow all the members to have an equal voice in the project, and facilitate teamwork and open communication.

### **Middle-Out** Team Members should also communicate openly with one another to provide further knowledge about the project to each other, and facilitate teamwork.

**Communications Outreach** The following is a list of communication events that are established for this project:

### **Milestone Reports** The Team Members, along with the Project Manager, will provide status reports on the project at each milestone/phase of the project (planning, analysis, design, and implementation) to the Project Sponsor.

**Final Report** A final report and presentation will be submitted by the Team Members and Project Manager to the sponsor.

### **Website Use** User Group Participants and Subject Matter Experts may be updated monthly at the discretion of the Project Manager. Information will be posted to the project’s Facebook group.

Project Assumptions

The following assumptions were made in preparing the project plan:

* All team members will have consistent internet access.
* All team members will have means of transportation to UT Dallas until project completion.
* Critical development software such as Git Bash will continue to be functional through developer updates and bug fixes.
* Catan players are interested in optimizing the board setup.
* Upper level decision makers (Professor, TA) will approve of the proposed project and allow for development.
* Project team members will receive continued training in mobile web development through UT Dallas coursework.
* Project team leaders will assign tasks which will be completed on time by all project team members.
* The team will be able to acquire a relevant domain name through a web hosting service or other means.
* The legal owners of Settlers of Catan will not pursue legal action against the team in response to the team’s application.

CONSTRAINTS

Project Constraints

The following represent known project constraints:

1. Deadline April 23 to April 30
2. Limited coding capabilities
3. Internet dependability
4. Schedule confliction between group
5. Computer dependent

APPROVALS

Sign-off Sheet

***I have read the above Project Plan and will abide by its terms and conditions and pledge my full commitment and support for the Project Plan.***

**Project Sponsor:**

Date