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| A picture of a winding road and trees  [Wing It!]  PROJECT CHARTER | Abstract  “Wing It!” is a recreational 2D Platforming game that will be made in Unreal Engine 4 using Blueprints. This document will explain what this game is, its intended audience, and how we will go about our design.  John Nguyen, Brad Mancini, Zack Loch |

Contents

[2 Project Summary 2](#_Toc30145110)

[3 Team 2](#_Toc30145111)

[4 Scope 2](#_Toc30145112)

[4.1 Goals and Objectives 2](#_Toc30145113)

[4.2 Deliverables 2](#_Toc30145114)

[4.3 Stakeholders 2](#_Toc30145115)

[4.4 Out - of - Scope 3](#_Toc30145116)

[4.5 Risks, Constraints, Assumptions 3](#_Toc30145117)

[5 Success Measurements 3](#_Toc30145118)

[6 Signatures 4](#_Toc30145119)

[7 Appendix A – Glossary 5](#_Toc30145120)

[8 NOTES 5](#_Toc30145121)

*The table of contents is highly recommended to such type of documents. It is intended to highlight the structure and thoroughness of the document.*

*The intent of the Project Charter is to record the baseline understanding and management approval of a project. Generally speaking, the Project Charter expands on the information found in the Business Case and will feed into the Project Management plan.*

*The footer should include the file name and page numbers, for easy reference when reviewing and discussing the document. A version number or date is highly recommended.*

# Project Summary

*This is a 2D platforming game. Both the player and the enemies will become stronger over the course of the game. The game takes inspiration from games such as Castlevania: Symphony of the Night and Hollow Knight.*

# Team

|  |  |
| --- | --- |
| NAME | ROLE (TEAM LEADER, PROGRAMMER, DESIGNER, ETC) |
| John Nguyen | Team Leader / Combat & Enemy Programmer |
| Zach Loch | Digital Artist / UI Design |
| Brad Mancini | Story Writer / Level Design |
|  |  |

# Scope

*The game will have at least one melee attack and one ranged attack for a simple, but not monotonous combat system. The game will have pickup items like health upgrades and health recovery pickups. Each enemy type will have different attacks and health amounts. The boss will have at least 3 moves.*

## Goals and Objectives

* *Original level/tileset/design assets*
* *4 normal levels and 1 boss level*
* *Each level will have at least one unique enemy type*

## Deliverables

* *Identify the tangible items delivered by this project (e.g., requirements, new software modules, business process changes, training), organized logically, such as in functional terms and/or by project phase/calendar.*
* *Mention any platforms and/or frameworks which you plan to use.*
* *Example: web-based front-end app, desktop application. Provide details (Bulleted list, sub-list)*
* *Grading is based on well-defined deliverables described in details.*

## Stakeholders

* *Identify individuals and departments with a strategic or tactical interest in the project.*
* *Grading is based on completeness of this table.*

|  |  |
| --- | --- |
| **Role** | **Interest/Impact** |
|  |  |
|  |  |

## Out - of - Scope

* *Outline explicitly those items not included in the project (e.g., features of a tool not being implemented, or departments/user groups removed from a process as part of a change).*
* *Mention the reason for each item not being a part of this project. Example, time-constraint, optional feature, etc.*
* *Use bulleted list.*

## Risks, Constraints, Assumptions

* *Identify the risks, constraints and assumptions for the duration of the project. Risks and constraints that will delay the project, or will not work correctly. Are there any assumptions (example, specific platform has to be available) to make sure the application is working correctly.*
* *Grading is based on validity and certainty of any risks, constraints and/or assumptions.*

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| --- | --- |
| **Risk/Constraint/Assumption Title** | **Explanation** |
|  |  |

# Success Measurements

*Identify metric and target you are trying to achieve as a result of this project. For example, overall cost savings of $50K or reduce processing time by 25 percent. This can be in comparison to other systems available that are similar to the one you are developing.*

# Signatures

The signatures of the people below document approval of the formal Project Charter. The project manager is empowered by this charter to proceed with the project as outlined in the charter. Note: For the purpose of submission, you do not have to sign the document. Just fill your name and date.

|  |  |  |
| --- | --- | --- |
| **Customer:** |  |  |
| **Name** | **Signature** | **Date** |
|  |  |  |
|  |  |  |
| **Project Manager:** |  |  |
| **Name** | **Signature** | **Date** |
|  |  |  |
|  |  |  |
| **Team Members:** |  |  |
| **Name** | **Signature** | **Date** |
|  |  |  |
|  |  |  |
|  |  |  |

# Appendix A – Glossary

*As necessary, a glossary of terms specific to the project and its deliverables may be included. Also append any relevant details and reference documents.*

*Below is a* ***guide to the roles*** *identified in the template. The quoted text is from the Project Management Body of Knowledge (PMBOK) Guide.*

*Note: any one individual may hold multiple roles in the project; for example, the Project Champion and the Project Sponsor are often the same.*

*The* **Stakeholders** *generically are people or groups (departments, committees, etc.) that have a vested interest in the project. There is a distinction made between those who have a tactical interest in the product of the project (the “customers”) and those who have a more administrative or strategic interest (the “stakeholders”).*

*Stakeholder: “…may have a financial interest in the project, contribute inputs to the project, or have an interest in the outcome of the project.”*

*Customer: the end-users; those who will use the product of the project.*

*The* **Project Leadership** *comprises those who will guide and coordinate the execution of the project.*

*Project Champion: “…the person or group … serving as spokesperson to higher levels of management”; that is, someone who is representing the project to senior management and is the “public face” of the project.*

*Project Sponsor: “…the person or group who provides resources and support … and is accountable for enabling success [and] serves as an escalation path”; that is, the person or group who helps clear any obstacles and holds the project manager accountable.*

*Functional Project Owner: “… are the persons or organizations who will approve and manage the project’s product, service, or result”; that is, the primary customer, the person or group that is responsible for the functionality of the end product.*

*Project Manager: “…assigned to lead the team that is responsible for achieving the project objectives.”; that is, the person responsible for the execution of the project and delivery of the end product.*

*The* **Project Team** *comprises those who will do the work of the project, producing the end product(s). These roles are flexible, and generally include: Developers, who produce the product; Subject Matter Experts (SME), who provide the details of the necessary functionality; Testers, who verify the developer’s work; and the End Users, who validate the SMEs work.*

*The* **Ongoing Use and Maintenance Roles** *are flexible and generally include: Contract Administrators, who lead the relationship with the vendor(s) or other units; the specific group for OIT Support, to account for future technical needs; and the Functional Roles needed to properly use the project’s product.*

# NOTES

* Overall grading is based on the completeness of the document.
* After completing the document, remove the unnecessary text or sections from the document.
* The document should be well-formatted using headings and/or subheading as needed.
* Perform a spelling and grammar check on your document. These documents should be written using professional language and should not have any grammatical or spelling errors.
* Make sure the table is not broken on two pages.
* Add appropriate information in the header and footer as shown in the template.
* Number and name the tables and figures included appropriately.
* Update the table of contents once the document is complete.
* To complete sections such as success measurements you need to complete some research to find systems that similar to your idea.