**Project Plan**

**for**

**Illuminati**

**Distribution:**

Group I,

Chanpheakdey Chum

Audris Gaerlan

Giovanni Salas

**Appendices:**

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1. **Overview**

Our motivation to create a digitized version of the board game, Illuminati, is to help connect older and younger generations through playing a game that was originally released in 1994 on a modern platform. Our main customer base will consist of anyone aged 12 or older. The cost of this project is very low since there is only a small group of software engineers working on this project. We plan on releasing this product by May 1st, 2020. This is a standalone project that should not affect other projects or be affected by other projects.

1. **Goals and Scope**
   1. **Project Goals**

|  |  |  |
| --- | --- | --- |
| **Project Goal** | **Priority**  **(scale of 1-3)** | **Comment/Description/Reference** |
| **Functional Goals:** |  |  |
| Implement Illuminati rules and foundation | 3 | We will start by implementing the rules and all the game pieces |
| Create a GUI | 2 | Although we have some experience with GUIs, we’re not completely confident we can create one for this game |
| Support online multiplayer | 1 | If time permits, we will try to support online play, as we don’t have any experience with networks |
| **Business Goals:** |  |  |
| Release game on time | 3 | We expect to have a completed product by May 1st, giving us 2 months to work on this project |
| **Quality Goals:** |  |  |
| Compatible with macOS | 3 | Since all 3 members of our team work on Macs, we are only concerned with developing a working product for macOS |
| Compatible with other platforms | 1 | If time permits, we will look into supporting other platforms |
| **Constraints:** |  |  |
| Time Limit | 2 | This project has to be completed by May 2020 |

* 1. **Project Scope**

This project will deliver the digitized game Illuminati as well as a vision document, project plan, use/user cases, program flow chart, test plan, and user manual.

* + 1. **Included**

The deliverables of this project and their receivers are listed in detail in the delivery plan in section 8.

* + 1. **Excluded**

This project will possibly exclude online multiplayer and a graphical user interface. We will attempt to implement these features but customers should not expect these to be included.

1. **Organization**
   1. **Organizational Boundaries and Interfaces**
      1. **Resource Owners**

Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas

* + 1. **Receivers**

Anthony Giacalone

* + 1. **Sub-contractors**

Our team will not contract any external organizations for assistance.

* + 1. **Suppliers**

N/A

* + 1. **Cross Functions**

|  |  |  |
| --- | --- | --- |
| **Function** | **Dept.: Contact** | **Responsibility/Comment** |
| Product Management | Audris:  audris.gaerlan@gmail.com  Chanpheakdey:  chumchanpheakdey@gmail.com  Giovanni:  giosalas25@gmail.com | All 3 members of the project team will contribute to all departments. |
| Marketing/Sales |
| Service/Quality |
| Manufacturing/Technology |
| Supply Management |

* + 1. **Other Projects**

N/A

* 1. **Project Organization**
     1. **Project Manager**

|  |  |
| --- | --- |
| **Role** | **Organization: Name** |
| Project Manager | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas |
| Technical Project Manager | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas |

* + 1. **Project-internal Functions**

|  |  |  |
| --- | --- | --- |
| **Function** | **Organization: Name** | **Comment** |
| Quality Assurance | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas | All 3 team members will work on all of these functions together. |
| System Test Lead |
| Validation Lead |
| Configuration Management |
| Change Management |

* + 1. **Project Team**

|  |  |  |
| --- | --- | --- |
| **Organization: Name** | **Availability** | **Comment** |
| Chanpheakdey Chum | Tuesday/Thursday, Weekends |  |
| Audris Gaerlan | Tuesday/Thursday, Weekends after 12 |  |
| Giovanni Salas | Tuesday/Thursday: 5:00-7:15PM, Weekends |  |

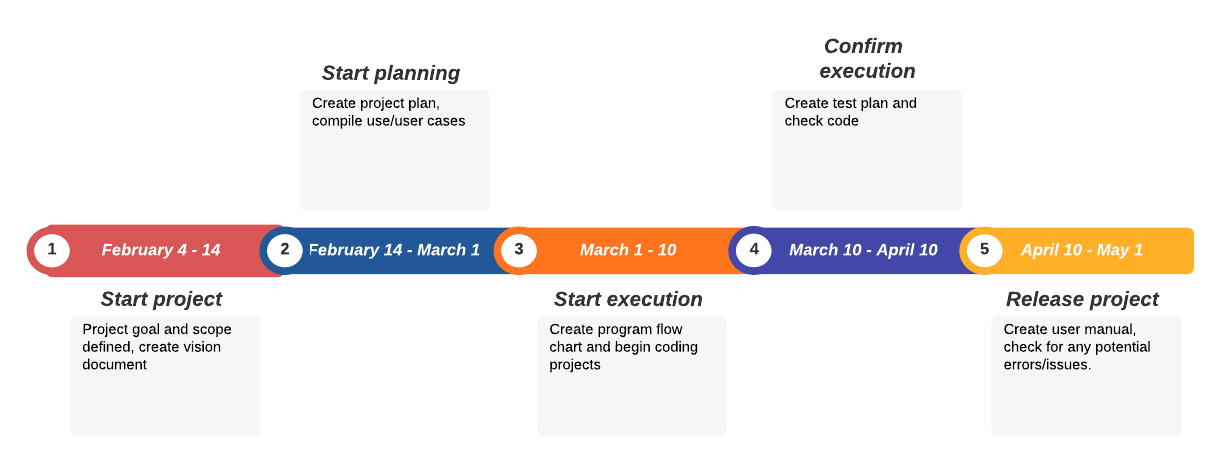
* + 1. **Steering Committee**

|  |  |  |
| --- | --- | --- |
| **Organization** | **Name** | **Comment** |
| Group I | Chanpheakdey Chum |  |
| Group I | Audris Gaerlan |  |
| Group I | Giovanni Salas |  |

1. **Schedule and Budget**
   1. **Work Breakdown Structure**

The Work Breakdown Structure (WBS) is documented in [6].

* 1. **Schedule and Milestones**

[****](https://www.lucidchart.com/documents/edit/2353e46e-9ca8-47f6-a809-c0967af2ed5e/0?callback=close&name=docs&callback_type=back&v=412&s=612)

|  |  |  |  |
| --- | --- | --- | --- |
| **Milestones** | **Description** | **Milestone Criteria** | **Planned Date** |
| M0 | Start Project | Budget Release | <2020-02-04> |
|  | Project goal and scope defined, create vision document |  | <2020-02-14> |
| M1 | Start Planning |  | <2020-02-14> |
|  | Create project plan, compile use/user cases |  | <2020-03-03> |
| M2 | Start Execution |  | <2020-03-01> |
|  | Create program flow chart and begin coding projects |  | <2020-03-10> |
| M3 | Confirm Execution |  | <2020-03-10> |
|  | Create test plan and check code |  | <2020-03-30> |
| M4 | Release Project |  | <2020-04-10> |
|  | Create user manual, check for any potential errors/issues. |  | <2020-04-30> |
| M5 | Close Project |  | <2020-05-01> |

* 1. **Budget**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Category** | **Cost** | | | | | | **Grand Total** |
| Phase 1 | Phase 2 | Phase 3 | Phase 4 | Phase 5 | Phase 6 |
| Printing | 0 | 10 | 10 | 5 | 0 | 0 | **$25** |
| Gas | 0 | 10 | 10 | 10 | 10 | 10 | **$50** |
| Unity | 0 | 0 | 0 | 0 | 30 | 0 | **$30** |
| Server host | 0 | 0 | 0 | 0 | 0 | 0 | **$0** |
| Equipment | 0 | 0 | 45 | 0 | 0 | 0 | **$45** |
| **Total** | **$0** | **$20** | **$65** | **$15** | **$40** | **$10** | **$150** |

* 1. **Development Process**

In order to implement this game we first begin by communicating with the receiver of this project, Anthony Giacalone, and learning how exactly the project should be created and implemented. After communicating, we will then draw up our initial plans in the forms of the Vision document and Project plan which takes into account the information needed as well as what we plan on doing in order to create the game.

Once we have an idea of how to create our project, we will then begin to code the game by creating the base of the game and ensuring the game has a good foundation to be created on. After that we will implement the game rules into the game and continually check our product for any issues or problems. We will also compile use cases/user stories to see how customers will interact with our program and adapt to potential issues that may arise.

Using a program flow chart, we will chart our process and how our program will work for it to run more smoothly. Once we have documented all of our progress we will use a test plan to check every issue that may happen in our code and ensure that there are implemented solutions for each issue. Once everything is finalized, we will create a user manual that will give an in depth explanation of how to use our program as well as solutions to any issue they may encounter.

* 1. **Development Environment**

|  |  |  |
| --- | --- | --- |
| **Item** | **Applied for** | **Availability by** |
| **Methods** |  |  |
| Use Case | Requirements capturing | M0 |
| Tools |  |  |
| Rational Rise | Design | M2 |
| **Languages** |  |  |
| UML | Design | M2 |
| Java | Game development | M2 |

* 1. **Measurements Program**

|  |  |  |
| --- | --- | --- |
| **Type of Data** | **Purpose** | **Responsible** |
| Creating base game platform | Begin coding game | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas |
| Implement game rules into code | To follow game guidelines | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas |
| Assess game, final touches | Ensure game is ready for release | Chanpheakdey Chum, Audris Gaerlan, Giovanni Salas |

1. **Risk Management**

Project Major Risks:

* Late Deliverability: our estimation of the completion time can be very inaccurate due to the nature of designing and implementing softwares.
* Not being able to deliver a fine product: as we have little to no experience in designing a game, the risk is not being able to deliver a fine product that will provide our customers an exceptionally fun experience.
* Funding: funding is a crucial part that will keep our project alive. Our goal is to appear trustworthy in the eyes of our stakeholders or even attract new ones.

1. **Sub-contract Management**

N/A

1. **Communication and Reporting**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Type of Communication** | **Method/ Tool** | **Frequency/ Schedule** | **Information** | **Participants/ Responsibles** |
| **Internal Communication:** | | | | |
| Project Meetings | Face to face | Weekly | Project status, new ideas, what we are working on | Project Contributors |
| Sharing of Project data | Github/  Google Docs | Online/  anytime | All project documents and reports | Project Contributors |
| Milestone Meeting | Face to face | Weekly | Discuss sub goals that can be accomplished within a week | Project Contributors |
| Final Meeting | Face to face | M6 | Wrap-up experiences | Project Contributors |
| **External Communication and Reporting** | | | | |
| Review | Face to face | Weekly | Overall Review | Project Contributors |

1. **Delivery Plan**
   1. **Deliverables and Receivers**

|  |  |  |  |
| --- | --- | --- | --- |
| **Ident.** | **Deliverable** | **Planned Date** | **Receiver** |
| D1 | Vision Document/ Project Plan | 02/25/2020 | Anthony Giacalone |
| D2 | Use Cases/User Stories | 03/07/2020 | Anthony Giacalone |
| D3 | Program Flow Chart/Code | 04/30/2020 | Anthony Giacalone |
| D4 | Test Plan | 03/21/2020 | Anthony Giacalone |
| D5 | User Manual/Release Program | 05/01/2020 | Anthony Giacalone |

1. **Quality Assurance**

Communication with the receiver through each step of the development process provides proof that we are working on a deliverable product. We will submit a vision document, project plan, use cases, flow chart, test plan, and user manual.

We will have a designated person continually run a check on any given stage to make sure that the work we’re doing is not deviating from the end goal as well as updating the receiver. If any deviation is to be found, the person is to report to the whole team where we will work together to find a solution. We will then take necessary actions to fix what was deviated and ensure potential deviations from happening going forward.

1. **Configuration and Change Management**

* In the case of a change in the customers vision for the project, we will lay out exactly what change the customer wants to be implemented
* Update the vision document to match the new implementation as well as the project plan
* Create appropriate plans to ensure that our design is adaptive to change.
* For each component, we will test the worst case scenario so we know what may break and how we can address any issues. We also test to see the limits of our product and how to fix problems.
* Think ahead: we will take necessary measurements to make sure that we are at least one step ahead of our customer.

1. **Security Aspects**

We will design the game with security measurements in mind at every phase of our project. Steps will be taken to ensure that any/all customer information is kept confidential. Players will not be required to enter any personal information to play the game; all that is needed is a username.

1. **Abbreviations and Definitions**

As the actual design is taking place, we will update this section should there be any abbreviations.

1. **References**
   1. Vision Document
2. **Revision**

|  |  |  |  |
| --- | --- | --- | --- |
| **Rev.**  **Ind.** | **Page (P)**  **Chapt. (C)** | **Description** | **Date**  **Dept./Init** |
| R1 | Whole Document | Initial Draft | 02/28/2020 |
|  |  |  |  |
|  |  |  |  |