Georgia Tech | **College of Computing**

Project Plan for "Dying for Die"

Version 0.0: [6/8/21]
Team: Dying for Die / 1

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IMPORTANT:

The paragraphs written in the "Comment" style are for the benefit of the person writing the document and should be removed before the document is finalized.

Also, don't forget to update the Table of contents before submission. (Right Click -> Update Field)

1   Introduction

The introduction section provides context for the project

1.1   Overview (Executive Summary)

The purpose and objective of this project is to design a digital fully functional multiplayer game board. Players will traverse through the game board interacting with various obstacles until they reach the goal. A player wins the game once they reach the end tile of the game board. The player(s) will be able to roll dice, move their character, earn money, draw chance cards, and more.

1.2   Definitions and Acronyms

JavaFX - Java Graphical Framework

2   Management Structure

This section covers all aspects of managing the project that are not related to estimating, planning, and controlling the work.

2.1   Project Lifecycle

The project will be split into 4 Milestones due every 2 weeks, explained more in detail in the Milestones section. Since the timeline for deliverables are set and sequential, the project will slightly follow waterfall principles. However, we plan to deviate to more agile methodologies by review and feedback, making any necessary changes to the project before a deliverable.

2.2   Roles and Responsibilities

A table like the one below can be used; roles shown are illustrative of a software project. You may decide to do different roles.

Role	Responsibility
Project Manager	Thomas Crawford
Planning and Tracking Lead	Alistair Sequeira
Requirements Lead	Cody Kantor
Design Lead	Dezarae Dean
Implementation Lead	Aayush Dixit
Quality Assurance Lead	Aayush Dixit
Development Engineers	Cody Kantor
QA Engineers	Dezarae Dean

2.3 Communication

For communication, we will use groupme for maintaining contact and bluejeans for meetings, as well as using google drive for sharing documents. We will use GitHub for sharing our code. Our meeting schedule will be every Thursday, after Thursday class.

3 Risk Management

Describe how risks and assets will be actively managed on a project. Risk identification and mitigation strategies go here. Typically, managers on real projects closely monitor their top ten risks. For this project, you might want to focus on your top 5. Risks are not JUST TECHNICAL; they may deal with people/team related issues, changing requirements, spending too much time in the "fuzzy front end" or risky algorithms.

1.1 Risk Identification

Risk	Probability	Severity	Description
Meeting time conflicts	30%	Medium	Not being able to meet at the scheduled time due to time conflicts.
Technical problems	20%	High	Technical problems outside of our control such as Github or bluejeans being down, or a team member loses computer or internet access.
Requirements	10%	Low	Requirements changing or Requirements not clear enough
Timeline	20%	High	Not making a deliverable in time, or not enough time for the amount of work
Resources	10%	Medium	Lack of Resources to complete a task, such as libraries not having the tools to finish a task

Note: Probability and Severity can be indicated in levels i.e. Low, Medium, High.

1.2 Mitigation Plan
Be able to communicate any technical or communicative issues through groupme, and have a backup plan ready if these issues come to be about.

2 Planning and Control

This section covers all aspects of managing the project related to planning, and controlling the work.

4.1 Milestones
The project will be split into 4 Milestones due every 2 weeks. The 1st Milestone is Project Management deliverables and game prototype. The second Milestone is Game Initialization. The third Milestone is Game Functionality. The final Milestone is Game Finalization.

4.2 Work Breakdown Structure
For the tasks, the 1st Milestone requires Project Plan, Feasibility Study, and Team Charter Documents turned in for the team, as well as creating a project prototype with small functionality such as a button to move players forward a certain amount of tiles. The 2nd Milestone, the team will implement a set of initial screens where users will select their characters, starting money, and determine the order in which players will move. For the 3rd Milestone, the team will implement the game board within the main game screen in addition to the dice rolling and movement of players. For the final Milestone, the team will implement additional game functionalities and finalize and test the game.

4.3 Schedule
The schedule for this project will be implemented through ZenHub, with necessary tasks for the milestone, as well as assigned team members for each task.

4.4 Tracking and Control
Project control and tracking will be done through both Github and Zenhub, where Github will track team contribution and work, and Zenhub will track assigned work, hours expended, and other individual contribution to the project as a whole.

5 Technologies to be used

The Technologies that will be used are Java and Javafx for the graphical framework, as well as SceneBuilder for creating UI scenes. The IDE used will vary between team members.