

**Project Name** “Crimes Against Human” Imagine Cup Project Charter

**Project Manager** Donald Herman ([Donaldpherman@hotmail.com](mailto:Donaldpherman@hotmail.com))

**Project Definition** To develop a video game for windows that will win against other entries in both the ImagineCup 2012 International and National competition in adherence to the ImagineCup 2012 theme.

**Project Scope** A game structure involving: XNA Game Studio 4.0, Microsoft Visual Studio 2010, C# computing language, Sound, Music and Photoshop, Game Design knowledge & Project Management.

**Project Goals** To win the 2012 Imagine Cup Game Design Competition for windows PC/XBOX 360

**Project Dependencies** - C# & XNA 4.0 Library  
- Windows Platform & SDK Visual Studios 2010  
- Sound development software: OSX Garage band

**Project Team** - Donald Herman –Maria Morales -Michael Naumov

**Project Phases** - Design Stage – Design all aspects of the game, learn XNA 4.0 and develop full documentation for Directions, including the Game Design Document, UML documents, and Use Case Documentation  
- Alpha Stage – Complete the core engine and visual mechanics of game in preparation for playability.

- Beta Stage – Test the game for completion for demonstration purposes.

**Project Timeline** - September / October 2011 – Gather team members

- November 1st, 2011 – complete XNA tutorials and create small practice game/project in visual studios XNA.

- December 15th, 2011 – Design project. Learn OOD.

- U.S. Spring Round 1: February 14, 2012

- U.S. Spring Round 2: March 13, 2012

- U.S. Finals: April 2012

**Project Challenges** Initial lack of certain skills and application of good programming design.

**Project Finances** none

**Estimated Completion Time** Spring Round 1: February 14, 2012

**Project status** Active

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