# **Work Breakdown Structure**

## **ESS SWD505 – Team 50CC – Project ‘Age of Speed’**

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### Planning Phase (3 Weeks):

#### Deliverables:

* Belbin self-perception test results from each team member
* Personal Concept Map from each member
* Team Concept Map

The Belbin results and personal concept maps will be used to create a concept map for the team, which allows us to identify the strengths and weaknesses of each team member which allows us to allocate jobs between team members accurately, allowing work to be completed efficiently.

* Team Github
* Team Trello

These will be used to manage our time and resources to allow us to communicate effectively as a team and will be used for version control.

* Gantt chart with clear goals which schedule the workload for entirety of project
* Work Breakdown Structure

These will be used to separate out and schedule our tasks over the course of the unit.

* Activity Network and Critical paths to show results of planning
* Risk analysis
* Concept Map of all possible themes and mechanics of the game
* System Development Methodology Report

These tasks will allow us to effectively plan the project.

### Analysis Phase (2 Weeks):

#### Deliverables:

* System Requirement Definition Document
* Domain Model
* Use-Case Diagram

These documents give us the information we need to fully understand how to create our product so that it meets our requirements. The information will be based on research conducted to build a reliable model which demonstrates the user’s needs.

### Design Phase (2 Weeks):

#### Deliverables:

* Mechanic Design
* Character Design
* UI Design
* System architectural design – Robustness diagram, sequence diagram, decomposition diagram
* Class diagrams

These are the main elements which we will focus on during our design which we must design and develop thoroughly to successfully plan to implement these elements of the game correctly.

* Art Style Guide
* Micro Game Design Document

These are the main objects of the design phase which will contain all information about the gameplay and aesthetics which we will follow as a guide throughout implementation.

### Implementation Phase (5 Weeks):

#### Deliverables:

* Asset Creation
* Sound
* AI
* UI
* Game Systems

These are the individual elements which combined will form the working prototype. The tasks will be split between the team members but there will be a lot of communication required to ensure that it all fits together to ensure proper functionality and that we are sticking to our design.

* Working Prototype

The final prototype will include all of the features documented in the design documents, and any changes will be documented with reasons for the changes and how they benefitted the game.

### Documentation & Maintenance Phase (3 Weeks):

#### Deliverables:

* Testing

Testing will be the most important process post production of the prototype. We will need to have multiple playtesters document their thoughts on the gameplay and find bugs so that we can fix them.