# **Work Breakdown Structure**

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

### 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

### Design Phase (2 Weeks):

#### Deliverables:

* Game Pitch
* Mechanic Design
* Character Design
* UI Design
* Art Style Guide
* Advanced Concept Map focussing on the specifics of the game
* Micro Game Design Document

This phase will focus on the development of our initial design and solidifying what we will need to implement for the game. This will form the guidelines which we will follow during the implementation phase.

### Implementation Phase (5 Weeks):

#### Deliverables:

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

The implementation phase will require a lot of coordination in order to be completed to the specifications required while meeting our design goals. The tasks will be split up between the team members but we will hold regular performance reviews to make sure that we are on track to finish the prototype.

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

#### Deliverables: