

Conspiracies of Runeterra

Project Plan

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1. Overview

Conspiracies of Runeterra is a 2 to 8 player card game, based off the classic card game Illuminati, in which the players compete against one another to take over the world. There are 8 different regions to choose from that dictate how to win the game, as well as an alternative win condition that everyone can go for. All players are using the same computer to play the game. With the core gameplay unchanged, players of the original game can still enjoy this game, while the new design can help draw in modern players.

2. Goals and Scope

2.1 Goals:

Goals	Priority*	Comments
Functional:		
5/11/2020 Deadline	1	The project must be completed before the class ends.
Quality:		
Game crashing bugs.	1	Remove the majority of known bugs that result in the game crashing.
Other bugs.	2	Remove the majority of known bugs that are not game crashing.
Improve Stock Art.	3	Take our stock art and improve upon it to meet a higher standard.
Constraints:		
The game will be functional on Windows 10 computers.	1	Base platform for the game.

* 1 is the highest priority.

2.2 Scope:

2.2.1 Included:

- Card game application that can be played to completion.
- Rules on how to play the game.

2.2.2 Excluded:

- A tutorial on how to play the game.
- Training on how to use a computer.
- Online capabilities.

3. Organization

3.1 Organizational Boundaries and Interfaces:

3.1.1 Resource Owners:

All source code and altered art owned by our team. All original art owned respectively by the creators of Illuminati and Riot Games.

3.1.2 Receivers:

Any person who downloads and installs our game is considered a receiver.

3.1.3 Sub-contractors, Suppliers, and Other Projects:

No subcontractors or suppliers are necessary for this project, and it is independent of any other projects.

3.2 Project Organization:

3.2.1 Project Functions

Function	Team Member	Responsibility/Comment
Product Manager	David Kwon	Assign tasks and keep the team on task.
Manufacturing	Andrew Lucas	Code and art.
Quality	Jose Vasquez	Design and test.

3.2.2 Project Team and Roles

Name	Roles
Andrew Lucas	Artist / Programmer
David Kwon	Programmer
Jose Vasquez	Programmer

4. Schedule and Budget

4.1 Milestones:

Milestones	Descriptions	Planned Date
Vision Document	Outline documentation of the entire program and expectations.	2/11/20
Project Plan	Schedule of important due dates.	2/25/20
Use Cases	List the events of the program.	3/10/20
UML	Visual organization of the design for the project.	3/24/20
Stock Art	Rough sketches/outlines of character, card aesthetics as well as User Interface.	3/26/20
Test Plan	Plans to execute the test cases.	3/31/20
Test Cases	Individual test cases.	4/13/20
User Manual	The user-friendly guide to the game.	4/27/20
Implementation	Implementing code for the designed project plan.	5/12/20
Final Art	Final Editing touches of overall aesthetics	5/14/20

4.2 Budget:

The budget for development is estimated to be \$20,000, primarily for labor fees.

4.3 Development Process:

The documentation will set the cornerstones of the game implementation and design. Future changes in the implementation will be noted after further progress towards the finished product.

4.4 Development Environment:

The development environment for this product would be the use of Unity for the future implementation of the potential platforms on Windows and Mac.

4.5 Measurements Program:

No measurements implemented or required for this project.

5. Risk Management

Some major risk factors that arise throughout the process of developing The Conspiracies of Runeterra include poor coding practices and compatibility issues. In order to suppress substandard source code, we will implement coding standards that will set guidelines for the programmers. This will result in consistent code that can be easily maintained. The Unity engine is very stable and has great Windows 10 support. This will reduce the possibility of any compatibility issues with the current **version:1903** of the Windows Operating System.

- Compatibility Issues
- Schedule Delay
- Poor Source Code
- Requirement Changes
- Technological Failure
- Negative Reception
- Changes in Equipment

Risks	Probability	Impact
Compatibility Issues	10%	High
Schedule Delay	20%	High
Poor Source Code	30%	High
Requirement Changes	5%	Medium
Technological Failures	15%	Low
Negative Reception	25%	High
Change in Equipment	40%	Low

6. Sub-Contract Management

This project will not require the use of a subcontractor. All components will be completed by the development team.

7. Communication and Reporting

Type of Communication	Method	Frequency	Information	Participants
Project Assignments	Google Docs	Bi-Weely	Vision Document, Project Plan	Group H
Milestones	Trello	Weekly	Track Project Progression	Group H
Project Meetings	Discord	Weekly	Project Review and Outlook	Group H

8. Delivery Plan

Ident.	Deliverable	Planned Date	Receiver
D1	Vision Document	2/11/20	Giacalone
D2	Project Plan	2/25/20	Giacalone
D3	Use Cases	3/10/20	Development Team
D4	Gameplay Rules	3/14/20	Development Team
D5	UML	3/24/20	Giacalone
D6	Stock Art	3/26/20	Development Team
D7	Test Plan	3/31/20	Giacalone
D8	Test Cases	4/13/20	Giacalone
D9	UI	4/27/20	Development Team
D10	Menu Structure	4/30/20	Development Team
D11	User Manual	5/6/20	Giacalone
D12	Implementation	5/12/20	Development Team
D13	Final Art	5/14/20	Development Team

9. Quality Assurance

Conspiracies of Runeterra is an adaptation of the board game, *Illuminati*. The purpose of this spin-off series is to introduce a more up to date theme while keeping the integrity of the original game intact. Through meticulous weeks of bug testing and alpha testing, the quality assurance of the final product will be ensured to function pristinely. There will be weekly tests by the Quality Assurer to meet the standards set by the clients. To do this, the program will be tested by all of the developers through extraneous lengths, each passing through a quality assurance test set by the completion progress at that certain point in time. If by any chance the program does not pass the list of quality assurance checks, all further coding procedures will be halted to focus all efforts with maintaining the utmost quality. The quality assurance team will work hand in hand with the software engineering team to ensure the original integrity of the game will be maintained while keeping the program functioning.

10. Configuration and Change Management

The focal objective of the Software Change Management (SCM) is to successfully identify any change no matter how small or large and to affirm its proper implementation. These changes are to be reported to the clients and other members of the design team who would require a progress report. The importance of this team is to prevent major detrimental impacts upon the whole system through constant surveillance and testing of the newly implemented code from the software developers. Thus causing a reduction of unnecessary changes and strict control of the necessary changes. The SCM team will work hand in hand with the Software Quality Assurance team while maintaining the vision of the software engineers.

11. Security Aspects

All project information will be open-source, and no user data will be saved, so there are no requirements for security.

12. Gantt Chart

Conspiracies of Runeterra

Plan Duration Execution



13. Revision

Version	Description	Date
1.0	Original Version	2/28/20