

Project Management Methodologies For Large Projects

PROJECT WORK BREAKDOWN STRUCTURE FOR VIRTUAL REALITY GAME DEVELOPMENT

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Introduction

The following Work Breakdown Structure (WBS) belongs to a Virtual Reality Game Development project of an imaginary video game company. which providing service for B2B customers. The reason of choosing the subject is my previous work experience in Augmented Reality, and the similar tasks (work packages) which I am familiar with.

The Work Breakdown Structure is different than simple ones. It contains budget and work load which required. All the work packages cost minimum 8 and maximum 80 hours of work to complete. So, it confirms the 8/80 rule. However, the budget can vary depending on the project, customer requirements, risks and etc.

Tabular View:

Level 1	Level 2	Level 3
1 Virtual Reality Game Development	1.1 Initiation	1.1.1 Meeting with Customer
		1.1.2 Requirement Analysis
		1.1.3 Preparing B2B Proposal
		1.1.4 Customer Approval
	1.2 Planning	1.2.1 Preliminary Scope Statement
		1.2.2 Determine Project Team
		1.2.3 Develop Project Plan
		1.2.4 Project Plan Approval
	1.3 Design	1.3.1 2D Graphics & Animation Design
		1.3.2 3D Graphics & Animation Design
		1.3.3 Sound & VFX Design

Level 1	Level 2	Level 3
		1.3.4 Virtual Reality Interaction Design
		1.3.5 Game Scene Design
		1.3.6 Narrative Design
	1.4 Development	1.4.1 Game Mechanics Development
		1.4.2 Virtual Reality Interaction Development
		1.4.3 VFX Development
		1.4.4 UI Development
		1.4.5 Animator Development
	1.5 Testing	1.5.1 Unit Testing
		1.5.2 Hardware Testing
		1.5.3 Virtual Reality Interaction Testing
		1.5.4 Game Play Testing
	1.6 Implementation	1.6.1 User Training & Documentation
		1.6.2 Maintenance & Support Plan
		1.6.3 Go Live
	1.7 Post Implementation	1.7.1 Conduct Survey
		1.7.2 Close Project

WBS Dictionary:

Level	Number	WBS Title	Description
1	1	Virtual Reality Game Development	All work to develop a virtual reality game for a B2B customer
2	1.1	Initiation	The work to initiate the project
3	1.1.1	Meeting with Customer	The meeting to understand customer needs and requirements
3	1.1.2	Requirement Analysis	The analysis to see what solution can be proposed to customer
3	1.1.3	Preparing B2B Proposal	The document to introduce the tailored solution/game to the customer
3	1.1.4	Customer Approval	Customer approves and signs the project, then Planning Process begins
2	1.2	Planning	The work for the planning process for the project
3	1.2.1	Preliminary Scope Statement	The Project Manager creates a Preliminary Scope Statement
3	1.2.2	Determine Project Team	The Project Manager determines the project team and requests the resources
3	1.2.3	Develop Project Plan	The team and Project Manager develop the project plan
3	1.2.4	Project Plan Approval	Project Manager submits the plan for approval
2	1.3	Design	All design needed to implement the game
3	1.3.1	2D Graphics & Animation Design	Resource design of 2D graphics and animations needed for the game
3	1.3.2	3D Graphics & Animation Design	Resource design of 3D graphics and animations needed for the game
3	1.3.3	Sound & VFX Design	Resource design of sound and visual effects needed for the game
3	1.3.4	Virtual Reality Interaction Design	To design how to interact with game object in Virtual Reality
3	1.3.5	Game Scene Design	Design of game scenes

Level	Number	WBS Title	Description
3	1.3.6	Narrative Design	Design of the story behind the game
2	1.4	Development	The programming phase of the project
3	1.4.1	Game Mechanics Development	Programming the game mechanics
3	1.4.2	Virtual Reality Interaction Development	Programming the way of interaction in Virtual Reality
3	1.4.3	VFX Development	Programming the visual effects such as lights, particles, and etc
3	1.4.4	UI Development	Programming the User Interface
3	1.4.5	Animator Development	Programming the animations of the graphics
2	1.5	Testing	The game is tested in this phase
3	1.5.1	Unit Testing	Unit test is run on the game
3	1.5.2	Hardware Testing	VR Headset and additional hardware is tested
3	1.5.3	Virtual Reality Interaction Testing	The way of interacting with game objects in Virtual Reality is tested
3	1.5.4	Game Play Testing	Testing the way of playing the game
2	1.6	Implementation	Delivery phase of the game
3	1.6.1	User Training & Documentation	Customers are provided with training to play the Virtual Reality game
3	1.6.2	Maintenance & Support Plan	The plan for after closure of the project is prepared
3	1.6.3	Go Live	Game is delivered, published in mobile stores, and goes live.
2	1.7	Post Implementation	The work done after going live
3	1.7.1	Conduct Survey	It is done to see feedback for the game
3	1.7.2	Close Project	The work to close-out the project

Work Breakdown Structure:

