

Project Plan For Statecraft

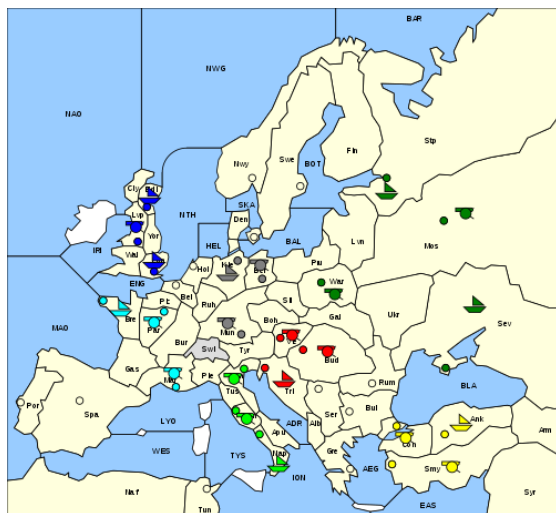
Distribution:
Group A

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1- Overview

The project is a recreation of the Diplomacy game. Diplomacy is a strategic board game. Set in Europe in the years leading to the Great War, Diplomacy is played



by two to seven players. The map (see picture) is divided into named “provinces”. There are three types of provinces: inland, coastal and water. There are two types of units, “armies” and “fleets”. Forty-two of the land regions are divided among the seven Great Powers of the game: Austria-Hungary, England, France, Germany, Italy, Russia, and Turkey. The remaining fourteen land regions are neutral at the start of the game. Each player represents

one of the “Great Powers”.

Diplomacy is a game of negotiations, alliances, promises kept, and promises broken. In order to survive, a player needs help from others.

2- Goals and Scope

2.1- Project Goals

Project Goal	Priority	Comment/Description/Reference
Functional Goals:	2	
Create a room	2	Possibility to set room name, total players and maybe password.
Join a room	2	Have a list of room that other players has created.
Having a lobby	3	In the lobby we have all the informations about the game: players, room name, round preparation time and chatting with other players.
Ability to execute orders (Attack, Convoy, Hold, Support)	2	Ability to execute those actions in order to play the game.
Chatting with players	4	In order to negotiate and make plans with other players. For instance asking for support to attack a country.
Network multiplayer	3	To prevent playing the game alone, and having fun with other players.
Adjust units according to supply center	5	Each time a country's supply center change, the country can adjust his unit (Army or fleet).
Finishing a game and return to the lobby	5	When a country has 18 or more supply center, the game is over. Players will go back to the lobby.
Summary of each game round	4	It's useful to know if the orders has been executed successfully, and to see what other players has done.
Technological goals:	2	
Using Electron framework	1	
Ability to play on desktop	3	

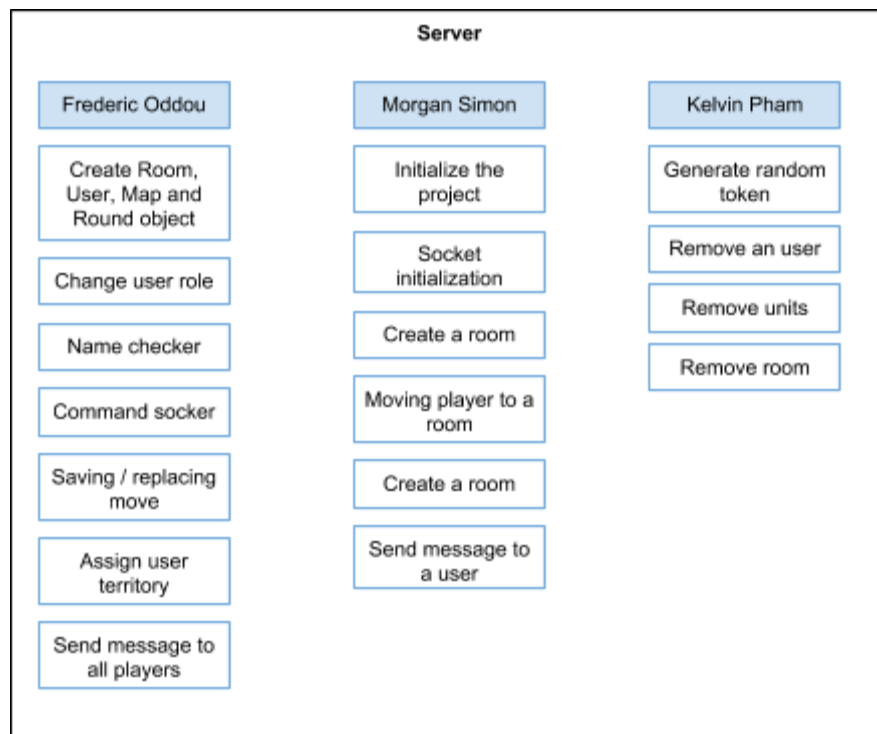
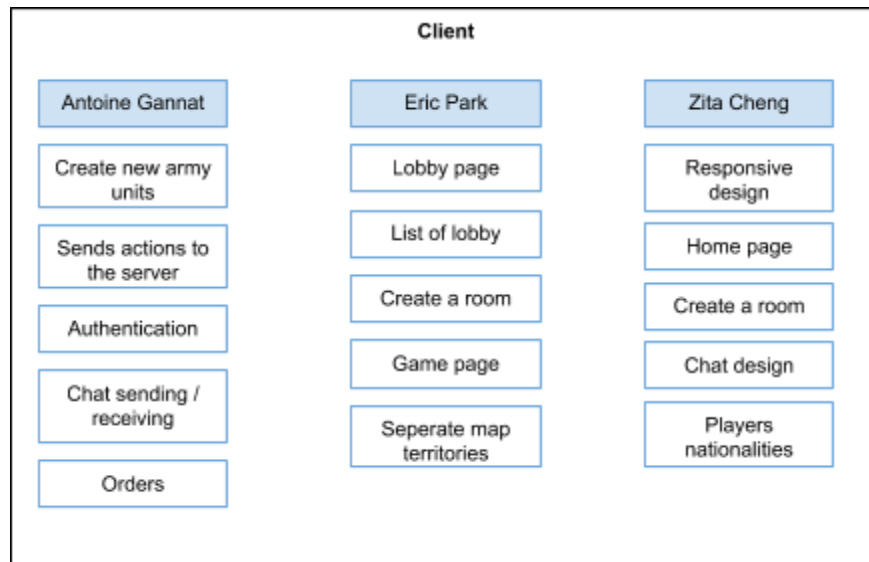
Quality goals:	3	
Fluid game	4	
User-friendly game	3	

2.2- Project Scope

Included	Excluded
Desktop application	Multiplayer on one machine
Online Multiplayer	Play games other than Diplomacy
Private room	
In-game chat	

3- Organization

3.1- Project organization



4- Schedule

4.1- Schedule and Milestones

Milestones	Description	Milestone Criteria	Planned Date
M0	Start Project	Defined subject	02/05
M1	Start Planning	Documentation	03/07
M2	Start Execution	Code architecture	04/02
M3	Release Product	Release final game	05/10
M4	Close Project		05/17

4.2- Development environment

Item	Applied for	Availability by
Methods		
Use Case	Requirements capturing	M0
Test Plan		M1
User Manual		M1
Flowcharts		M1
Project Plan		M1
Tools		
NodeJS	API	M2
Socket.IO	Networking	M2
React	Framework for game interface	M2
Electron	Framework desktop app	M2
Github	Version control system	M1
Languages		
Javascript	Game logic, API, backend	M2
HTML	Game interface	M2
CSS	Game style	M2

5- Risk management

The main risks are the following:

- A member of the team leave
- Problems regarding communications between client and server
- Problems between members of the team
- A member is sick

Risks	Probability	Impact
A member of the team leave	10%	3
Problems regarding communications between client and server	30%	2
Problems between members of the team	20%	1
A member is sick	10%	1

6- Communication and Reporting

Type of communication	Method / tools	Frequency	Information	Participants
Project meetings	Conference	Twice a week	During class, we are talking about advancements.	All team
Sharing documentation	Google Drive	When available/needed	All information and real format of documentation.	All team
Sharing source code	Github	When available/needed	Clone / see the projects.	All team + teacher + users
Scrum tasks	Trello	When available/needed	See the US tasks.	All team + teacher

7- Delivery Plan

7.1- Deliverables and receivers

Ident.	Deliverable	Planned date	Receiver
D1	All Documentations	03 / 07 / 2019	Teacher
D2	Prototype	03 / 21 / 2019	Teacher
D3	Final	05 / 10 / 2019	Teacher

8- Quality Assurance

Some unit test / functional tests will be made to test before accepting a commit. Thanks to that, we will not have a repository that does not compile.

9- Security Aspects

There are no specific security aspects. The project will be an open source in Github. But only the members of the project will be able to commit a new change.

About the server security, we are not storing personal data such as email, first name, last name or birthday. We are securing the game with SSL using Let's Encrypt.

10- Revision

Rev. Ind.	Page (P) Chap. (C)	Description	Date Dept./Init.
1.0	---		