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**Introduction**

This project will introduce a new breed of innovation that no previous generation has ever accomplished. The project will introduce to the users how to enhance their ability to think quickly in dire situations as well as the ability to decide what choices are best for the current situation. The software in this project will introduce the player to the game called “Settlers of Catan”. This well-known game tests each player to think critically, or risk the resources that they have obtained. To translate this game from the physical to the digital is the purpose of this project and the desire of the developers. This project’s intention is to bring the users together to enjoy this game of wits with the end result of all the players having experience and knowledge of the game and practice in decision making.

**Project Organization**

|  |  |  |
| --- | --- | --- |
| POSITION | NAMES | DESCRIPTION |
| Organizer | Student Name | Ensures that the team meets the required task to complete the project and keeps all materials in check. |
| Designer | Student Name | Ensures that the software has a simple design that is easy for the project team to implement. |
| Programmer | Student Name | Writes the code for the program. |
| Programmer | Student Name | Writes the code for the program. |
| Tester | Student Name | Analysis and ensures that the program does not have any flaws in its design and that it runs smoothly. |

**Risk Analysis**

|  |  |  |  |
| --- | --- | --- | --- |
| RISK | DESCRIPTION | RISK PRIORITY | RISK PLANNING |
| The product cannot be completed, tested, and sent to market in the time allowed. | * The expertise needed to program full functionality of the game, including error resolution, resource management, and multiple device implementation, is currently beyond the experience of all members currently enrolled in this team. | High Risk | We will adhere to the Agile Planning Method and practice rigorous scheduling and development. We remain confident in our ability to complete, test, and market the product in the time allowed. |
| The product does not meet User Requirements. | * The game may not be able to save data in the case of misfortune. * The product lacks visual or aesthetic appeal, prompting User apathy. * The product does not adequately reflect the base game. * The product is not supported on all desired platforms. | High Risk | Our current plan is to employ significant quantities of Beta Testing. Beta Tester Surveys will reveal any errors, limits, or dissatisfactions that may arise. |
| The product is inadequately tested/non-functional. | * Logic errors may lead to modules being incorrectly called or not called at all. | Moderate Risk | Similarly, Beta Testing will hopefully reveal any inadequacies or inaccuracies in our work. We plan to make our services available to support the product for any service the product may require for the foreseeable future. |
| The product may need to be secured under copyright. | * If the product cannot be secured, we may not be able to bring the product to market. | Moderate Risk | We are working on securing the rights to develop the product under license of the copyright, and paperwork is pending. |
| The product is superseded or beaten to market by similar, competing, products. | * As we are in a footrace with other teams, their products may have functionality and/or appeal which our product may not. | Low Risk | While, to some degree, this concern rests upon factors outside of our control, we are confident in our ability to produce this product in a timely fashion, to the satisfaction of our Users and projected customer base. We may also choose to employ assassination or sabotage practices towards our competitors. Business is War. |
| The technology used to develop/support the product becomes obsolete. | * A minor concern, but worth mentioning; if the product takes too long to develop, the programming language or operating system may no longer be supported or relevant. | Low Risk | A minor concern. Our development language and the system upon which it is built is considered a cornerstone of the global computer market, and is unlikely to change. |

**Hardware and Software Requirements**

## Hardware Requirement

* Windows Computer
* Monitor
* Keyboard and mouse

## Software Requirement

* Operating system - Windows
* Game Software

**Work Breakdown**

Planning

Forms

Class

Variables

Multiple Device

LAN Network

Internet

Testing

Board generation

Land tiles

Trading ports

Chits

Testing

Player order

Player Names

Roll 6 sided dice

Testing

Settlement placement

Place settlement and road in order

Players get resourses based on settlement

Testing

Player turn

Play development card

Roll dice (Robber)

Resourse distribution

Build and Trade

End turn

Testing

Player Interface

Display score

Display achievemens

Display Cards

Testing

Robber

Robber's position

nullify resourses

Testing

Score

Score = 10 game ends

Testing

Test all activites together

Testing

**Project Schedule**

## Project Timeline Illustration.

**Monitoring and Reporting Mechanisms**

**Appendix**

The appendix should include a summary of the activities identified in this project plan. This summary should include the following information in either a table or excel spreadsheet form:

* Number identifying the activity
* Short description of the activity
* Estimate of the time it will take to complete the activity
* List of any activities that the current activity relies on (dependencies)