Augmented Reality Game

Project Management Plan

COP 4331C, Fall 2015

Team Name: Project Pals
Team Members:

- Eric Peralli - Eric.peralli@gmail.com
- Connor Heckman – Connor.heckman@me.com
- Clayton Cuteri – Cuteri.clayton@knights.ucf.edu

Version	Date	Who	Comment
V0.0	09/17/15	Connor Heckman	Original ProjManag
V1.0	09/17/15	Eric Peralli	Fixed Formatting Errors
V2.0	9/18/15	Clayton Cuteri	Added PERT and Documentation Charts
V3.0	9/18/15	Connor Heckman	Added links to standards, added Online documentation

Contents of this Document

Project Overview

Team Project Pals is creating an action based augmented reality application for Android, complete with networking between players, and a high emphasis on player customization.

Reference Documents

- Concept of Operations

Applicable Standards

- Coding Standard: Java Google Coding Standard
- Document Standard: Documentation Standards
- Artifact Standard: Artifact Size Standards

Project Team Organization

Team Project Pals consists of three people, who share equal responsibility for all facets of the project. However, each member has a designated field that they specialize in, providing oversight for each branch of the project. Eric Peralli is our software development specialist who will manage edits to the source code. Connor Heckman is our web design specialist who manages the team's website and organization of the documentation. Clayton Cuteri is the documentation specialist who drafts and formats all aspects of the team's documentation. Our team meets twice a week in person and communicates via phone messaging and email.

Deliverables

Artifact	Due Date
Meeting Minutes	Weekly
Individual Logs	12/3/15
Group Project Management Reports	Weekly
ConOps	9/18/15
Project Plan	9/18/15
SRS	10/8/15
High-Level Design	10/29/15
Detailed Design	10/29/15
Test Plan	10/8/15
User's Manual	12/3/15
Final Test Results	12/3/15
Source, Executable, Build Instructions	12/3/15
Project Legacy	12/3/15

Software Life Cycle Process

Team Project Pals decided to use the Waterfall Software Development Method because our requirements are clearly defined, we have prior experience with the technology being used, and the entire team can focus on one development phase at a time.

Tools and Computing Environment

- Project Platform: Android
- Programming Language: Java and XML
- IDE and Libraries: IntelliJ IDEA, Android 5.0.1 (API 21)
- Compiler: Javac

Configuration Manager

- Source code is stored via GitHub.com
- Source code is updated using Git
- Updates to documentation and made via GitHub.com
- Online documentation is stored via Wordpress

Quality Assurance

Source code must be thoroughly commented, as well as reviewed and approved by each team member before being pushed. Team members must notify remaining members before updating online documentation. Deliverables must be completed and reviewed by all team members in person before submission.

Risk Management

Software:

- Some team members are unfamiliar with GUI operations in Java. To remedy this, during the requirement gathering and analysis phase, these team members will review Java GUI fundamentals via online lessons and tutorials.

- If there is an error in the source code that is missed by peer review, Git can be used to revert the changes that were pushed.

Scheduling:

- Group meetings are held at a fixed time and location every week, but a group member can miss one due to emergencies and prior commitments. If this happens, the absentee member must schedule a makeup meeting with the team to review the minutes of the prior meeting.

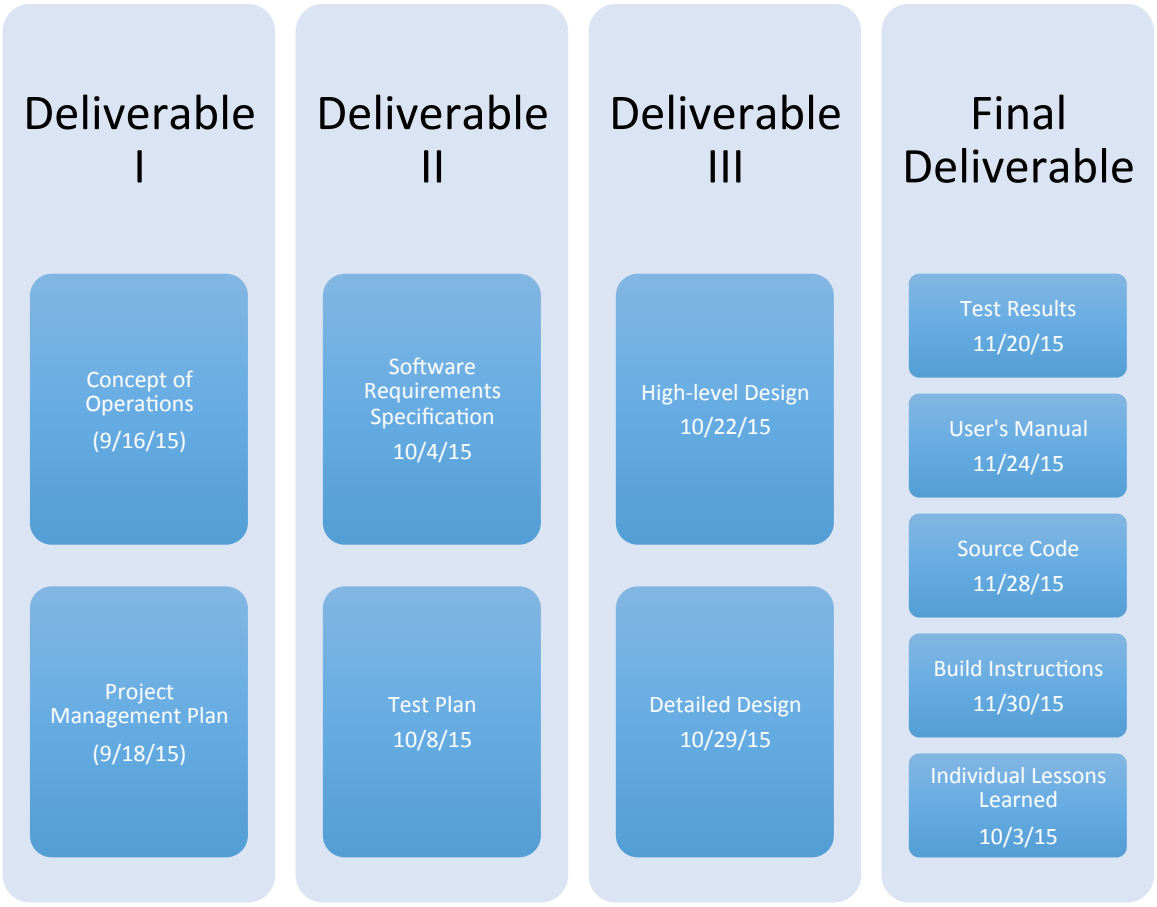
Documentation:

- In case of server crashes or connectivity issues, all online documentation is stored via GitHub and local hard drives.

Table of Work Packages, Time Estimates, and Assignments

Work Package	Time Estimate	Assigned To
Online Documentation	36 Hours	Connor Heckman Clay Cuteri Eric Peralli
Updating Website	2 Hours per week	Connor Heckman
Checking Online Documentation Organization	1 Hour per week	Connor Heckman
Reviewing Most recent versions of online documentation	1 Hour per week	Connor Heckman Clay Cuteri Eric Peralli
Documentation	54 Hours	Clayton Cuteri Eric Peralli Connor Heckman
Document Drafting	2 Hours per Week	Clayton Cuteri
Document Review	2 Hours per Week	Clayton Cuteri Eric Peralli Connor Heckman
Deliverable Quality Assurance	2 Hours per Week	Clayton Cuteri Eric Peralli Conner Heckman
Software Development	70 Hours	Eric Peralli Clayton Cuteri Connor Heckman
Basic Gameplay	15 Hours	Eric Peralli
GUI Design	15 Hours	Clayton Cuteri Connor Heckman
Networking	20 Hours	Eric Peralli
Theme Visuals	20 Hours	Eric Peralli Clayton Cuteri Connor Heckman

PERT Chart



Technical Project Metrics

We will consider the Require Gathering and Analysis phase complete when we have completed the first version of the Concept of Operations, Project Management Plan, and Software Requirement Specification deliverables. We will consider the System Design phase complete when we have finished the first version of the Test Plan and High Level Design deliverables. We will consider the Implementation Phase complete when we have finished the first version of the Detailed Design and Source Code Deliverables. We will consider the Testing Phase complete when we have received the Test Results. We will consider the Development of System phase complete when we have finished the first version of the User's Manual. The Maintenance Phase of the Waterfall Software Development Method is not applicable to this project.

Plan for Tracking, Control, and Reporting of Progress

At the end of each weekly meeting, team members will compile an agenda for the next in-person meeting. All documentation and source code is available to edit and review online via Git and GitHub, provided the team member doing the editing has notified the

rest of their team beforehand. All changes made will be noted in version control. Time will be set aside before all in-person meetings so that the team can discuss issues, confusions, or risks incurred during the week.