

# **Crazymind**

## Project plan

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Mert Ertugrul Musul

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20.4.15

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## REVISION HISTORY

Version	Date	Summary of changes	Author
1.0	20.4.15	Last Version	M. Musul

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## **1. INTRODUCTION**

### **1.1 Background**

Purpose of the project is improving players' brain executive functions and having fun same time.

### **1.2 Scope**

A game project which needs highly focusing and eye/hand coordination.

### **1.3 Main functions**

The game itself and high score keeping for player which may help improving process for the player.

### **1.4 Boundaries**

What parts/things/sections etc. does not consist to the project, e.g. user training.

Project doesn't have special track system, players' weekly or monthly process. Also there is no user profile system.

### **1.5 Preliminary schedule**

13.4.15 Making the plan for project

15.4.15 Developing the game system

18.4.15 Preparing the main menu

19.4.15 Developing the scoreboard system

### **1.6 Quality objectives**

Goal 1 : Theme based on " Being simple is being elegance. "

Goal 2 : Having fun and helping players' to improve their brain skills.

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## **2. PROJECT OBJECTIVES**

### **2.1 Project outputs**

A ready to play simple game for all ages.

### **2.2 Special requirements**

Having a standard PC which runs Windows operating system or a mobile device which runs iOS or Android operating system.

### **2.3 Requirement assurance**

There is no assurance for the requirements.

## **3. OVERALL APPROACH**

Based on the studies that video games helps to improve brain's executive functions. A player easily notice after playing several times by getting high scores. In this project, it is not about getting used to the controls or the environment. It is basicly improving the brains functions, because game itself is very simple and basic theme.

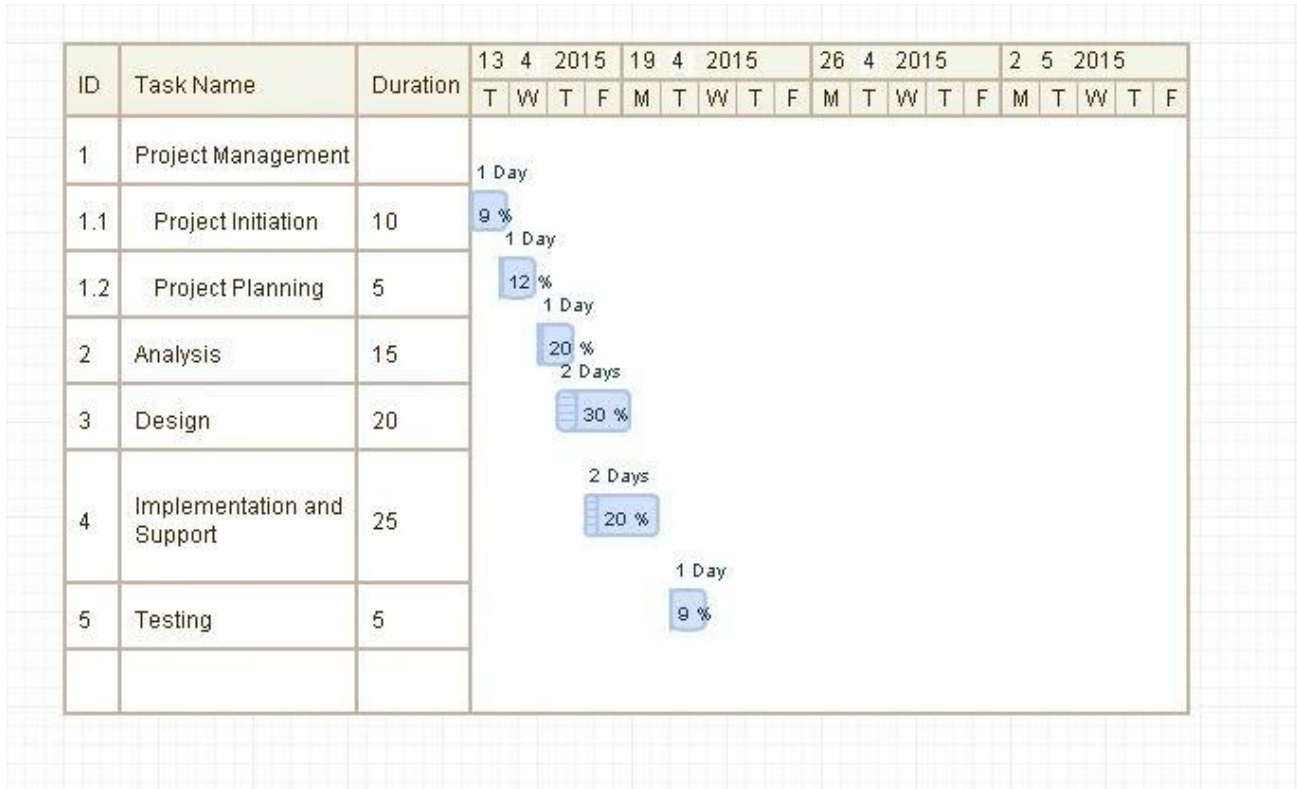
## **4. MAJOR FUNCTIONS AND WORK AMOUNT ESTIMATES**

### **4.1 Major functions**

- Main menu – which contents Start Game and Quit buttons.
- Game – the game itself.
- Scoreboard- which keeps top five high scores of players .

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## 4.2 Work amount estimates



## 5. PROJECT RECOURSES

### 5.1 People

Mert Ertugrul Musul - Responsible for the project's all step

### 5.2 Facilities and special resources

A computer which is able to run Unity3D game engine.

Unity3D Game Engine – Free License

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## **6. MANAGEMENT**

### **6.1 Time schedule and use of resources**

Graphical description about the project schedule, tasks and persons (e.g. Gant diagram)

### **6.2 Reporting**

External reporting to FHV Ilias

### **6.3 Project meetings**

There is not any meeting. This a fast done project in a short time.

### **6.4 Control meetings**

See 6.3.

### **6.5 Risk management**

Risk analysis will be located as an attachment of this project plan. In this paragraph you should describe how often your team will analyze risks (usually during each project meeting).

What do you do with the risks? Answer: Determine the probability and effect of each risks and develop strategy to mitigate the risks.

## **7. DOCUMENTATION**

### **7.1 Project archives**

Project files archived in Google Drive and a copy in the project manager's computer.

## **8. ATTACHMENTS**

Risk Analyze

SRS

Required Management Table