PROJECT CHARTER

Project Title: <u>**APEX LEGEND MOBILE**</u>

Project Sponsor: <u>**Electronic Arts, Respawn Entertainment**</u>   **Date Prepared:** <u>November 17, 2020</u>

Project Manager: <u>Smit Rana, Sachin Chaudhary, Harsh Patel, Niren Patel, Ruchit Patel</u>   **Project Customer:** <u>Gaming Audience (More than 16 years old)</u>

Project Purpose or Justification:

Our approach involves redesigning a game (which is playable on a PC) with simplified controls and careful tablet and mobile optimizations. This will result in a distinct player base for shooting battle royale games on mobile platform. In-game microtransactions can alter better gameplay and provide cosmetic improvements. Consequently, the business can make money. Due to these two factors, the project fits with the business strategy.

Project Description:

This mobile game has same worked tasks as pc version. The first task is to select one of eight characters (also known as Legends). Jump from the ship and land at your desired location on the map. Once on the ground, your goal is to collect as much good loot as possible. This includes a variety of weapons, healing items, armor, grenades, and other items. As an FPS battle royale, your ultimate goal is to be the last team standing out of 20 teams of three. Also,

High-Level Requirements:

- Dedicated Game Servers
- Amazon DynamoDB Database
- Project Managers
- Game Developers and Programmer
- Character Designers
- Animator or Graphics designer
- Game Testers

High-Level Risks:

There are three risk factors for game failure.

- Having cross-platform capabilities can give PC players an advantage over mobile ones as they have a mouse and keyboard. Therefore, they will have far better game movement than players using mobile devices. Player interest and game selection will decline because of this distinction environment.
- When compared to PC, mobile has weaker CPU and GPU. As a result, game images and visuals won't be same between versions.
- Controls should be simple and fluid because playing games requires a lot of touching the

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Project Objectives	Success Criteria	Person Approving

Scope:

The goal of the project is to make it possible for users to play their favorite cross-platform games from any place or device, including their smartphone.	It can encourage players to continue playing, lengthen sessions, and enhance other user engagement measures. The game will receive more downloads and become more popular, resulting in increased revenue.	**Andrew Wilson** (CEO of Electronic Arts) **Vince Zampella** (CEO of Respawn Entertainment)

Time:

Implementation Time: **12 months (November 17th, 2021)** Alpha and Beta Testing: **6 months (May 17th, 2022)**	The various stages—such as redesigning the map and the characters, implementing game mechanics, refining graphics and animations, and testing—will be completed on time and in accordance with the rules.	**Mike Reavey** (Vice President & Enterprise Security of Electronic Arts) **Daniel Suarez** (Head of Studio Operations at Respawn Entertainment.)

Cost:

$1.95 Million Approx.	Keep finances in control	**Chris Suh** (Chief Financial Officer at EA Games)

Summary Milestones	Due Dates
Project Management Team Collaboration	21st November 2020
Game Programmer (Crew)	21st December 2020
Game Designers (Map, Character, Rules etc)	30th February 2021
Graphics Designers, Game Animators and Artists	1st July 2021
Video Editors (Trailers and Events)	15th September 2021
Game Testing (Alpha and Closed Beta)	20th November 2021
Open Beta	5th January 2022
Releasing on Google Play Store and App Store	17th May 2022

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Estimated Budget:

Total Estimated Cost = **$1.95 Million**

Stakeholder(s)	Role
Project Management Team	The management team oversees coordinating the project's completion by making sure that the scope, timeline, and budget are all within acceptable bounds.
Game Programmers	They create code for gaming software, incorporating artwork into the game, and determining how users will access and interact with the game.
Game Designers	Game designers oversee the creative aspects of a game. This can include developing storylines, characters, maps, game rules, goals, and challenges.
Game Artists and Animators	A team of video game artists creates the design and feel of a game by designing color palettes and gaming environments (special effects like lightning, smoke, explosions, water, and fire).
Video Editors	They cut and edit gameplay footage to create game trailers and other promotional materials.
Alpha Testers	Alpha testers are a small number of individuals who the developers believe will find the most obvious and severe bugs and issues and provide useful feedback.
Closed Beta Testers	After any Alpha testing, there is a "Closed Beta" phase that may be divided into numerous intense focus sessions. No. of closed beta testers is increased to hundreds or thousands.
Open Beta Testers	They are members of the public. Anyone can sign up, download, and play the game, so to speak.
End Users / Players	Players will be encouraged to play the game and spread the word to their friends.

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Project Manager Authority Level

Staffing Decisions:

The project manager will oversee hiring knowledgeable members from various teams, including the team responsible for creating the game (programmers, artists, designers, and animators), as well as video editors and testers. The project manager is given special authority to select, reject, or discipline project workers.

Budget Management and Variance:

The Project Manager, in collaboration with the other Team leaders, will be the primary decision-maker for committing, managing, and regulating project finances. The team may share resources with another team based on priorities and deadlines, but it must closely adhere to the timetable due to the developer's limited resources. Any variances require higher permission.

Technical Decisions:

On technical matters, the project manager will share decision-making power with the game development group leader.

Conflict Resolutions:

Conflict resolution for any issue shall be handled by the project manager. The project manager will share conflict-related decision-making power among the appropriate team leaders and outside stakeholders.

Approvals:

smit, niren, harsh, sachin, ruchit

Project Manager Signature

Smit, Niren, Harsh, Sachin, Ruchit
Project Manager Name

November 17, 2020
Date

EA | RESPAWN ENTERTAINMENT

Sponsor or Originator Signature

Electronic Arts, Respawn Entertainment
Sponsor or Originator Name

November 17, 2020
Date