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| [Team 16] |
| <PROJECT# W18-061>  Stage Plan  <2> |
| [Skybox Labs] |
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| **Peng XU**  **Xin HENG**  **Jianhui JIANG**  **Harley GUAN** |
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## **Overview**

The intention of the Stage 1 plan is to build working model and allocate role to each team member. The weekly meeting (client, supervisor and team) schedule is intend to be finalized. In addition, analyzing final deliverable depends on clients’ requirements and breaks down the whole project in terms of the real situation. It is also necessary to study the relevant knowledge related to the project, such as blockchain, C#, and Unify. set up programming environment.

## **Outcomes**

* Make efficient communication with client and supervisor, and complete customer
* Analyze project requirement with team members
* Complete the team organization structure
* Obtain the fundamental knowledge for project
* Built the software and hardware environment for developing
* Confirm the processes of the development
* Assign the workload to each team member

## **Dependencies**

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| **Dependency** | **Deadline** |
| Gaming elements code | 26/Feb |
| Game logic design and code | 26/Feb |
| Unity test  Functionality test | 22/Feb |

## **Deliverables**

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| **Deliverable** | **Description** |
| Allocate tasks to members | Each team member need to confirm with the whole team which part of the game code he need be responsible for, and allocate the documents to members to work on. |
| Code the game | Team members code individually. Manage the whole coding coordinately via GitHub. Discuss any program problems or coding issues we have with team members and clients. |
| Statement of Work | Identify the game requirements which are pointed by client. Trying to complete prototype coding tasks based on client’s requirements. |
| Status Report | Provide transparency around the progress and current condition of the project |
| Weekly Minutes | Provide a detailed record of the programming status, relevant documents and open issues from each of the Team, Supervisor, and Client meetings. |

## **Work Breakdown**

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| **Owner** | **Description** | **Completion Date** |
| Peng Xu | Document:  Review and proofreading weekly stage  plan.  Statement of Work, revised  Programming:  cards attribute  card class | 17/Feb |
| Jianhui Jiang | Document:  Record and write three meeting minutes  Weekly Status Report  Weekly Estimates and Actuals Tracking  Programming:  Wall class  Castle class | 17/Feb |
| Xin Heng | Document:  Edit weekly stage plan(draft)  Programming:  Assets Script  Map class | 17/Feb |
| Harley Guan | Document:  Project Test Plan  Test Cases  Programming:  Functionality implementation  Logic parts | 17/Feb |
|  | Add rows as required |  |