CALIFORNIA STATE UNIVERSITY LONG BEACH
PROJECT PLAN
ILLUMINATI - THE GAME OF CONSPIRACY

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GROUP J - THE BOSSES
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REVISION HISTORY

Date	Version	Description	Author
04/10/2017	<1.1>	Extend Due Date For Use Cases and UI Design	Group J
04/16/2017	<1.2>	Extend Due Date For Use Cases and UI Design	Group J

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1 Project Overview

Illuminati - The Game Of Conspiracy is a game designed by Steve Jackson. It is a game in which the players try to take over the world by gaining control over different Groups or fulfilling the special goal of one's Illuminati card. To my knowledge, there is currently no version of the game available on CD/DVD or as an Iphone/Android apps besides the physical game. Our electronic version of the game will allow players all over the world to play together. In particular, this app will allow the players to receive gifts and megabucks from other players. Moreover, the players can trade/sell/buy as many cards as they want and strengthen their Power Structure.

Since the game could be quite long, the players can set up notification to notify when a move is made. Also, there will be ranking for each player to categorize top players. Furthermore, the players can play the game in normal mode, cheating mode, or tournament mode. In normal mode, the rule of the game will be kept throughout. In cheating mode, some rules of the game will be bended. In tournament mode, we set it up as winner-take-all scheme; then the winner will join in a new game with other players until there is only one winner. There will also be message box for the players to call out their attack/defense or communicate to each other.

This project plan provide the outline of how the project will be completed. Section 2 describes the project's risks and how these risks can be monitored and controlled. Section 3 describes the time line for each part of the plan as well as the project's deliverables.

2 Risk Management

2.1 Objective

Our team will be responsible for delivering all documents listed below within the given timeframe. Should any issues occur during this process, our team will keep those issues under control and well-fixed.

2.2 Risk Management

No.	Risk	Solution
1.	Due dates are not satisfied.	Reevaluate the requirements and set up more suitable deadlines.
2.	Some features of the game may not be implemented.	Create a checklist of each feature of the game that will be implemented and tested.
3.	Some requirements of the game may be impossible to implemented due to present technology.	Adjust requirements to suit the present techonology.
4.	The customer might not be intereted in the game at time of completion.	Set up meeting with the customer and discuss more requirements that would satisfy the customer.
5.	Code is not well-structured and commented.	Restructure and put more comment.

3   Project Deliverables

Phase	Deliverables	Estimated Due Date
Documentation	- Vision Document - Project Plan - Flow Chart / UML - Test Plan - How the test is done - Use Cases - Primary Factor - Goal - Precondition - Trigger - User manual and Installation - UI Design	2-15-17 2-27-17 3-20-17 4-17-17 3-31-17 4-17-17 4-20-17 4-30-17
Construction	- Basic Playability - UI Design - Implementation of background - Starting screen/ a menu - Implementing a HUD	04-25-17 05-08-17

Phase	Deliverables	Estimated Due Date
Construction	- Demo - Drag and drop - Interaction between cards - Cards being shuffle-able - Implementation of card artwork - Double Enforcement	05-08-17 05-17-17
Stretch goals	- Add Different Mode - Add Multiplayer - Add Networking and Message	05-10-17 05-10-17 05-17-17