

Bitgold Implementation Plan



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Glossary of Terms

| Term | Meaning |
|------|--------------------------|
| WBS | Work Breakdown Structure |
| | |
| | |
| | |

Document History

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Introduction

This is the implementation plan for Bitgold, which is a small library for game developers to add Bitcoin transactions to video games.

Bitcoin is a better medium for in-game transactions compared with credit cards, store credit and PayPal because it likely has lesser transaction fees, is quick to make national/international monetary transfers, is independent to an arbitrary country's economic value, and can be refunded for money at any time. Despite this, no library like Bitgold exists.

Bitgold is an extension of a research paper also written by the author, to fulfil the requirements for Software Development 4 of the Bachelor of Games and Virtual Worlds.

WBS

| | Name | Duration | Start | Finish | Predecessors | Resource Names |
|----|--------------------------------|----------|------------------|------------------|--------------|-----------------|
| 1 | [-] Create Bitgold library | 11 days | 27/10/14 8:00 AM | 10/11/14 5:00 PM | | |
| 2 | Create local code | 2 days | 27/10/14 8:00 AM | 28/10/14 5:00 PM | | Jared Schroeder |
| 3 | Link code with JSON.net | 1 day | 29/10/14 8:00 AM | 29/10/14 5:00 PM | 2 | Jared Schroeder |
| 4 | [-] Create API code | 7 days | 30/10/14 8:00 AM | 7/11/14 5:00 PM | 3 | |
| 5 | Currency to Bitcoin conversion | 2 days | 30/10/14 8:00 AM | 31/10/14 5:00 PM | 3 | Jared Schroeder |
| 6 | Transactions | 5 days | 31/10/14 8:00 AM | 7/11/14 5:00 PM | 5 | Jared Schroeder |
| 7 | Test and benchmark performance | 1 day | 10/11/14 8:00 AM | 10/11/14 5:00 PM | 4 | Jared Schroeder |
| 8 | [-] Add Bitgold to game | 3 days | 11/11/14 8:00 AM | 13/11/14 5:00 PM | 1 | |
| 9 | Link Bitgold code with game | 2 days | 11/11/14 8:00 AM | 12/11/14 5:00 PM | 1 | Jared Schroeder |
| 10 | Test and benchmark performance | 1 day | 13/11/14 8:00 AM | 13/11/14 5:00 PM | 9 | Jared Schroeder |
| 11 | [-] Post-project work | 0.5 days | 14/11/14 8:00 AM | 14/11/14 1:00 PM | 8 | |
| 12 | End-user documents | 0.5 days | 14/11/14 8:00 AM | 14/11/14 1:00 PM | | Jared Schroeder |
| 13 | Research and project review | 0.5 days | 14/11/14 8:00 AM | 14/11/14 1:00 PM | | Jared Schroeder |
| 14 | Package code and documentation | 0.5 days | 14/11/14 8:00 AM | 14/11/14 1:00 PM | | Jared Schroeder |

Figure 1: Bitgold WBS

Gantt Chart

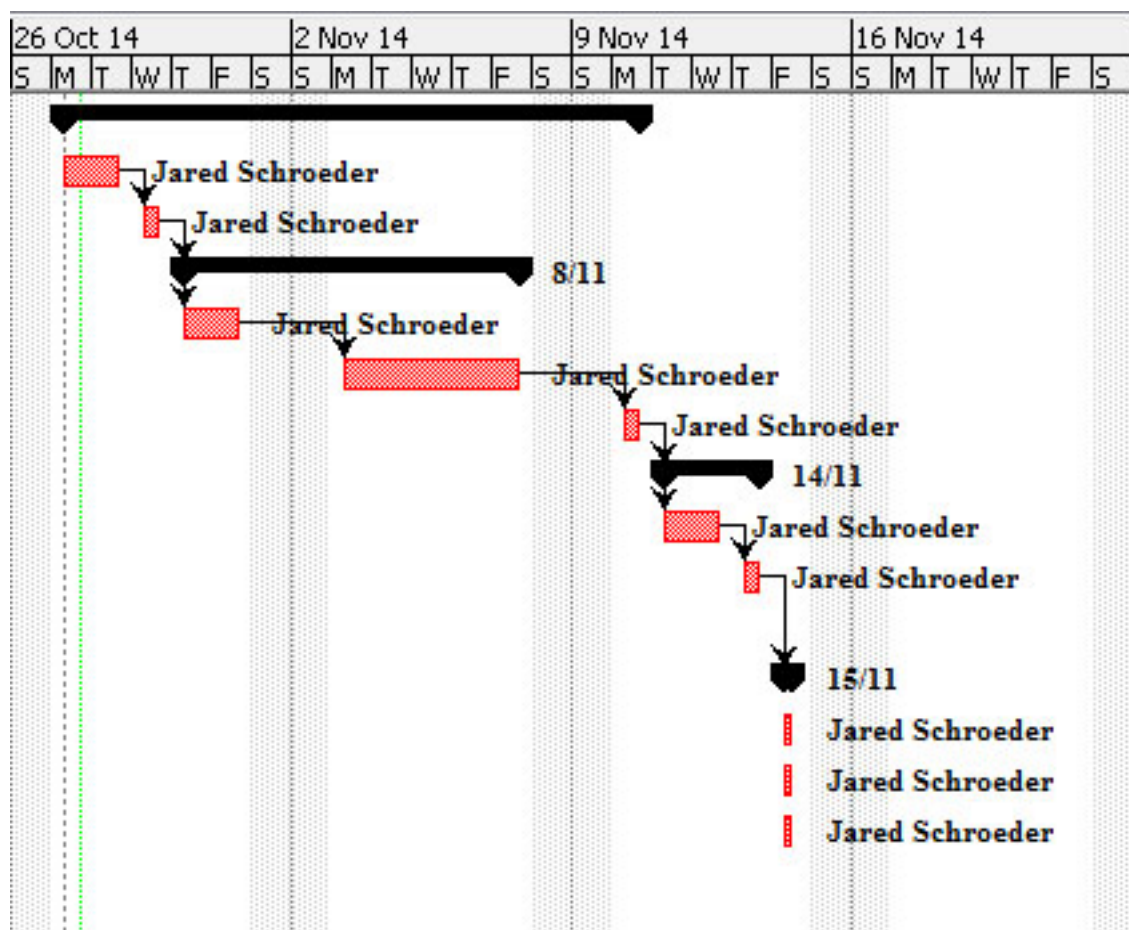


Figure 2: Bitgold Gantt Chart

Milestones

| Milestone | Date |
|---|----------|
| Bitgold can perform Bitcoin transactions in any application, including games | 08/11/14 |
| Bitgold can convert native currency to its Bitcoin value (i.e. \$AUD to Bitcoins) | 08/11/14 |
| Bitgold has been successfully integrated and tested in a game | 14/11/14 |
| End of project (all work completed, including post-project documentation) | 15/11/14 |

Bibliography