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THE DARKEST THINGS DEVELOPMENT PROJECT

**DEWOLF STUDIOS
3821 RAZORBACK LANE
BENTON, AR 72015**

03/12/2022





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EXECUTIVE SUMMARY

Over the past year we have been developing *The Darkest Things*, a computer role-playing game. The Darkest Things Development Project (TDTDP) has been created to address and correct developmental issues. The project will integrate improved technology solutions with our current platform in order to establish a more robust and complete game to be released to the public.

PROJECT PURPOSE/JUSTIFICATION

Business Need/Case

TDTDP has been created to increase developmental output of the hours needed to complete the game to a satisfactory level. The costs associated with the successful design and implementation of these measures will be recovered as a result of the projected reduction in time spent in developmental stasis.

Business Objectives

The business objectives for this project are in direct support of our corporate strategic plan to achieve the satisfactory level of completion of the game.

- Design a revamped game infrastructure within the next 60 days
- Test the revamped infrastructure within the next 90 days.
- Complete implementation the revamped infrastructure within the next 100 days
- Reduce the amount of developmental issues by 80% in the first year.

PROJECT DESCRIPTION

TDTDP will provide increased output in the form of a revamped game infrastructure in order to provide a more complete and improved version of the game first to be released. All hardware and software will be integrated into the company's current distribution method via direct download in order to establish the satisfactory game experience.

Project Objectives and Success Criteria



The objectives which mutually support the milestones and deliverables for this project have been identified. In order to achieve success on the TDTDP, the following objectives must be met within the designated time and budget allocations:

- Develop solution methodologies to present to the DEWOLF STUDIOS President within the next 30 days
- Complete list of required hardware/software which meets budget allocation within the next 49 days
- Create simulated solutions using all purchased hardware and software to test the solution within the next 60 days
- Achieve simulated solutions which allow satisfactory results within the next 75 days
- Complete testing for the simulated solutions within the next 90 days
- Implement the solution(s) across the game within the next 100 days

Requirements

This project must meet the following list of requirements in order to achieve success.

- The game must be rigorously tested prior to release.
- Feedback of solutions will be integral in deciding what to implement.
- Solution(s) must be implemented without disruption to operations

Additional requirements may be added as necessary, with project sponsor approval, as the project moves forward.

Constraints

The following constraints pertain to the TDTDP project:

- All hardware and software must be compatible with our current IT platforms
- All hardware and software must be purchased in accordance with the allocated budget and timeline
- One IT specialist will be provided as resources for this project

Assumptions

The following are a list of assumptions. Upon agreement and signature of this document, all parties acknowledge that these assumptions are true and correct:

- This project has the full support of the project sponsor, stakeholders, and all departments
- The purpose of this project will be communicated throughout the company prior to deployment
- The Company President will provide additional resources if necessary



Preliminary Scope Statement

The TDTDP will include the design, testing, and delivery of an improved game experience for the users. All personnel, hardware, and software resources will be managed by the project team. All project work will be independent of daily and ongoing operations and all required testing will be done in the company office. All project funding will be managed by the project manager up to and including the allocated amounts in this document. Any additional funding requires approval from the project sponsor. This project will conclude when the final report is submitted within 7 days after the solution(s) is(are) tested and deployed throughout the game, all technical documentation is complete and distributed to the appropriate personnel, and a list of future considerations is complete and submitted to the Company President.

Risks

The following risks for the TDTDP have been identified. The project manager will determine and employ the necessary risk mitigation/avoidance strategies as appropriate to minimize the likelihood of these risks:

- Potential disruption to operations during solution deployment

PROJECT DELIVERABLES

The following deliverables must be met upon the successful completion of the ISA project. Any changes to these deliverables must be approved by the project sponsor.

- Fully deployed solution(s)
- Technical documentation for solution(s)
- Recommendation list for future considerations

SUMMARY MILESTONE SCHEDULE

The project Summary Milestone Schedule is presented below. As requirements are more clearly defined this schedule may be modified. Any changes will be communicated through project status meetings by the project manager.



Summary Milestone Schedule – List key project milestones relative to project start.	
Project Milestone	Target Date (mm/dd/yyyy)
• Project Start	08/23/2022
• Complete Solution Design	09/22/2022
• Acquire Hardware and Software	10/11/2022
• Complete Solution Simulation with New Hardware/Software	11/06/2022
• Complete Solution Simulation and Testing	11/21/2022
• Deploy Solution	11/31/2022
• Project Complete	12/07/2022

SUMMARY BUDGET

The following table contains a summary budget based on the planned cost components and estimated costs required for successful completion of the project.

Summary Budget – List component project costs	
Project Component	Component Cost
• Solution Design	43 hours
• Hardware	2 hours
• Implementation and Testing	35 hours
Total	80 hours

PROJECT APPROVAL REQUIREMENTS

Success for the TDTDP project will be achieved when satisfactory solution(s), and all technical documentation, are fully deployed throughout the company within the time and cost constraints indicated in this charter. Additionally, this measure of success must include a recommendation list for future considerations as we fully anticipate the necessity of this solution to evolve in order to provide the optimal user experience. Success will be determined by the Project Sponsors, Dr. Pierce and Mr. Bauer, who will also authorize completion of the project.



PROJECT MANAGER

James Shannon is named Project Manager for the duration of the TDTDP Project. Mr. Shannon's responsibility is to manage all project tasks, scheduling, and communication regarding the ISA project. His team, consisting of himself, will coordinate all resource requirements through the Company President, Shane Curry. Mr. Shannon is authorized to approve all budget expenditures up to, and including, the allocated budget amounts. Mr. Shannon will provide weekly updates to the Project Sponsors.





AUTHORIZATION

Approved by the Project Sponsor:

<Project Sponsor>

<Project Sponsor Title>

Date:

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