Statement of Work

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**Statement of Work**

**A. Introduction**

J.U.N.I.O.R is an adventure game designed to be played in a 2D platform along with a unique 3d world that involves hunting down robots on an alien planet. The objective is to get rid of all the robots and go against the main enemy Dr. Sinister. The team that designs this game consists of four highly motivated individuals that have come together as one to release this game.

**B. Objectives**

The objective of J.U.N.I.O.R is to release a game that will be playable by everybody, from children onto adults. The game will be free of obscene language, and will be designed for the PC. Later formats will include a web based version of the game. The game will be developed with a unique vision in order to make stand out among its competitors.

**C. Scope of Work**

The game will be designed and created over the course of 16 weeks. The game will be created with weekly goals, and various milestones. Each team member has his own unique responsibilities to get this project complete. With that stated, all team members will contribute to each other’s work in order to maintain a highly effective and efficient work design process. The project will consist of Art, Level Design, Coding, Audio, QA testing. The project is set up on a schedule however; work ahead of schedule is highly encouraged in order to meet the strict deadline.

**D. Location of Work**  
Team A's team members are located in four different areas in the United States and are working together through the use of the internet. There is a central repository for code and documents (in the form of a wiki) located at GitHub.

**E. Period or Performance**  
Development on J.U.N.I.O.R. started on Oct. 28, 2013, and will last until Dec. 19, 2013. It will take around ten hours per week, per person. With our four member team that means around 320 man hours total for the completed Alpha version.

**F. Deliverables Schedule**  
Week 1 (Oct. 28 - Nov. 3) Team Charter and High Concept  
Week 2 (Nov. 3 - Nov. 10) Statement of Work and GDD(Draft)  
Week 3 (Nov. 10 - Nov. 17) Final GDD and initial TDD, Portfolio Part 1 for individuals  
Week 4 (Nov. 17 - Nov. 24) Final TDD and Project Plan  
Week 5 (Nov. 24 - Dec.1) Test Plan and also a good time to start work on the Alpha Version  
Week 6 (Dec. 1 - Dec. 8) Portfolio Part 2 for individuals and continue work on Alpha Version  
Week 7 (Dec. 8 - Dec. 15) Start on Alpha Version Presentation and continue work on Alpha Version  
Week 8 (Dec. 15 - Dec. 19) Final Alpha Version and Final Presentation  
All weeks require each individual to turn in a Status Report and Time Sheet.

**G. Applicable Standards**  
All works that are not the teams own will be properly cited and only used if proper permission is given from the owner of such work.

**H. Acceptance Criteria**  
The game will only be acceptable if the following conditions are met:

* Gameplay is appropriate for any age (no blood and gore, use of drugs, suggestive themes)
* All property is appropriately accounted for and credit given
* The game has been tested thoroughly and found to have little to no bugs
* All reports form testing need to suggest the prior for the publisher to sufficient knowledge of the game's condition

Upon meeting these conditions the publisher can feel safe in moving forward with the project.

**I. Special Requirements**  
This game is a simple single player game for the PC. The only special requirement is that the player must have internet connection to download the game and be able to run DirectX 9 graphics.