

# Project Plan - 22/02/24

## Project Organisation

### Roles

Meeting Chair/Secretary - Dan

Librarian - Joe

The general management and delegation of tasks will be decided on a weekly basis during our Monday meetings. This reduces our bus factor by ensuring that no specific task is designated to any one person, and allows each person to contribute to different aspects of the project, ensuring a fair allocation of work.

### Customer

Kostas - Key contact point is by booking a meeting

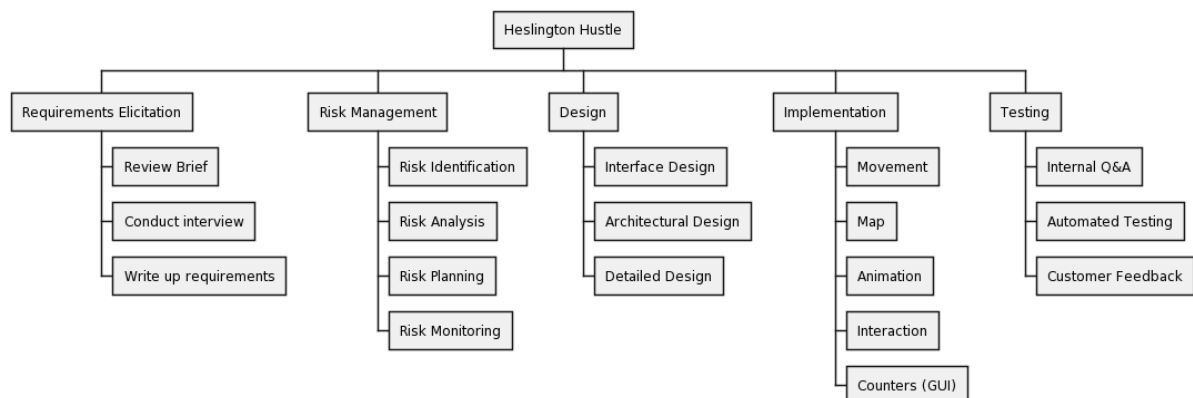
Stakeholders - The game should be marketed towards a prospective student interested in the University

## Resources

libGDX will be used as the game engine, with IDEA IntelliJ as the IDE and using JDK 11, using GitHub for version control. The game will be developed for Desktop, as agreed with the client during requirements elicitation.

## Project Schedule

### Work Breakdown



This does not have full resource allocation yet for further tasks.



