Project Plan - 29/02/24

Project Organisation

<u>Roles</u>

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.

<u>Customer</u>

Kostas - Key contact point is by booking a meeting or through practical sessions.

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

<u>Communication and Schedule</u>

We have organised a Discord server and Whatsapp groupchat, and additionally a weekly meeting each Tuesday in addition to our weekly meeting on Thursday. In each meeting we follow an agenda from the last meeting and any additions that have been made to it in the meantime, following the schedule.

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, and should make use of a keyboard/mouse.

It is understood that all assets used in the project must be legal for us to use in this setting, and careful planning is being undertaken to assure that this does is not infringed upon.

Project Schedule

<u>Work Breakdown</u>
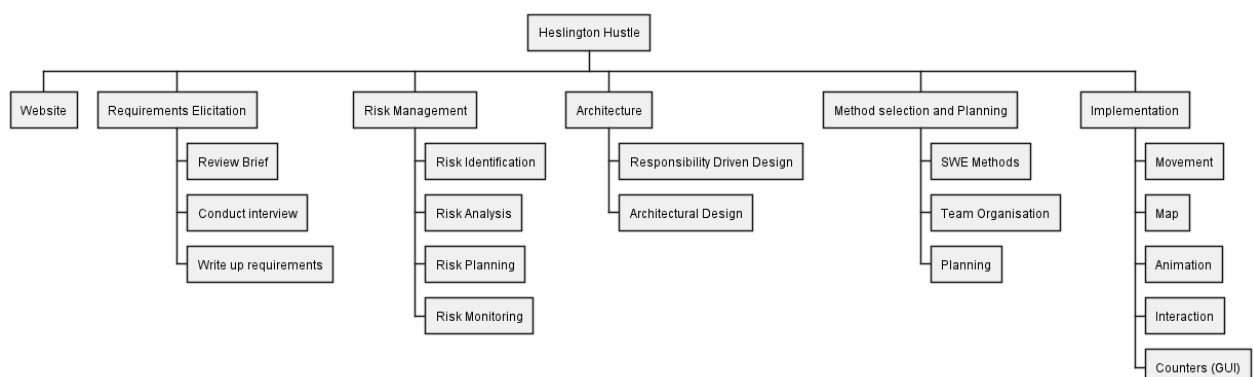
Work Packages

ID	Name	Description
WP1	Website	Publically available website updated with all deliverables, executable code, and link to version control repository for the game.
WP2	Requirements	Requirement elicitation and following documentation, split into user and system requirements appropriately.
WP3	Architecture	Documentation of the architecture and design process followed for the game
WP4	Risk assessment and mitigation	Identification, analysis and mitigation of risks
WP5	Implementation	Documented code for the game, listing any 3rd-party assets and an executable JAR file.
WP6	Method selection and planning	Outline of software engineering methods used, approach to team organisation and the plan for the project

Tasks

ID	Name	Description	Start	End	Dependencies
T1.1	Website Creation	Creation of the website and structuring of the layout			None; can be done with no deliverables with empty links
T2.1	Brief review	Review of brief and writing questions for client	19/02	20/02	None
T2.2	Interview	Interview with customer	21/02	21/02	T2.1
T2.3	Formalise Requirements	Write-up requirements	22/02	25/02	T2.2
T3.1	Responsibility Driven Design	Use CRC cards and generate UML diagrams	26/02	5/03	T2.3

T3.2	Architectural Design	Architectural design and modelling in UML	5/03	7/03	T3.1
T4.1	Risk Identification	Identification and labelling of risks	21/02	21/02	None
T4.2	Risk Analysis	Analysis of severity and likelihood of risks	22/02	26/02	T4.1
T4.3	Risk Planning	Mitigation planning and ownership of risks	27/02	4/03	T4.2
T4.4	Risk Monitoring	Monitoring of risks by owners	4/03	20/03	T4.3
T5.1	Movement	Player movement	8/03	10/03	None
T5.2	Animation	Animation of player model	11/03	13/03	T5.1
T5.3	Map	Creation and layout of game map and assets	8/03	14/03	None
T5.4	Interaction	Interaction between player and locations	15/03	16/03	T5.3
T5.5	GUI	Counters and day trackers for the game	17/03	18/03	T5.4
T6.1	Produce document	Outline methods and tools used, discuss team organisation and give the plan and past snapshots	10/03	18/03	None; can begin during Implementation as by then all methods will have emerged, save past plans

February 2024   **March 2024**

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Requirements Elicitation

Review Brief and write questions {Everyone}

Conduct interview {Dan, Charlotte, Ethan, Ben}

Write up requirements {Dan, Charlotte, Rosie}

◆ Requirements document

⊢ Architecture

Architecture

Responsibility Driven Design {Everyone}

Architectural Design {Everyone}

⊢ Implementation

Implementation

Movement

Animation

Map

Interaction

Counters(GUI)

⊢ Risk Management

Risk Management

Risk Identification {Ethan, Ben}

Risk Analysis {Everyone}

Risk Planning

◆ Risk Management Plan

Risk Monitoring

⊢ Planning

Weekly project plan 1 {Joe}

Weekly project plan 2 {Joe}

Weekly project plan 3

Weekly project plan 4

Submission

Everyone
100 100   100 100 100 100 200 100 100 100 100 100 100 100 100 100 100

Dan, Charlotte, Ethan, Ben
100

Dan, Charlotte, Rosie
100 100 100 100

Ethan, Ben
100

Joe
100   100

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