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Version 1.0

11/9/2015

Game dev

Project Management Plan

# Version History

All future revisions will be stated in below. This document will be

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Version # | Implemented by | Revision Date | Approved By | Approval Date | Reason |
| 1.0 | Joseph Bollong | 11/9/2015 | Full team | 11/9/2015 | Initial version |
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# Executive Summary of Project Charter

The end product of this project is to develop a game for the android platform. We will design and prototype an android based game. This is to reinforce class teachings and learn ones the android course may not teach. We are planning to focus on developing for smaller screens and learn how to manipulate items on screen.

This project was initiated in response to a project management course. This project will be used to strengthen project management skills and develop a portfolio piece. The final product can be used by NSCC and the instructors of Information Technology to demonstrate the things potential students can do in this course.

Both the instructors and students will be affected by this project. Instructors will be able to use the final product as a tool for student recruitment, and the students involved with the project will strengthen their project management and development skills.

# Scope Management

|  |  |
| --- | --- |
| This project will: | This Project will not: |
| Be developed on the android platform | Be put on the app store |
| Be a platformer game | Contain mutable levels |
| Contain AI based enemies | Have controller support |
| Be targeted for an “Everyone” demographic | Have network capabilities |
| Have “Endless” style gameplay | Be developed/ported for additional platforms |
| Include music and sound effects |  |
| Include appropriate interfaces |  |
| Contain save/load capability |  |
| Contain a score system |  |

Our project is to build a platformer game for the android platform, the game will include enemies with and AI, an “Endless” style gameplay and have a scoring system. We will have an interface, music and sound, and want to target the “Everyone” demographic. We also have plans for a saving and loading system. At this point we do not have plans for multiple platforms, or a multiple level system. No plan for controller support and network capabilities and it will not be put on the app store.

## Work Breakdown Structure

|  |  |  |
| --- | --- | --- |
| Level 1 | Level 2 | Level 3 |
| 1 Game Dev | 1.1 Game Logic | 1.1.1 Physics |
| 1.1.2 Collision |
| 1.1.3 Interface Navigation |
| 1.1.4 Animation |
| 1.1.5 Save/load logic |
| 1.1.6 Score Management |
| 2.1 | 2.1.1 Game World |
| 2.1.2 Sounds |
| 2.1.3 Models |
| 2.1.4 Interface |

## Deployment Plan

On completion of the project, all tangible deliverables directly related to the primary deliverable will be turned over to NSCC faculty. The core team members will not be held responsible for any future maintenance of any of the for-mentioned released deliverables.

## Change Control Management

All changes to the project must be brought before the core team and a movement must be passed if measures will be taken to accommodate the change. If there are any passed changes the effect this project on a global scale, this plan will be updated and submitted for re-approval.

# Schedule/Time Management

Establish a baseline within the first week of the project start date and monitor progress against the baseline on a weekly basis. The Project Manager will be responsible for ensuring the project is updated with the latest information and never more than 3 business days out of date. For variances on executive milestones greater than 10%, the project may choose to drop other executive milestones.

## Milestones

|  |  |
| --- | --- |
| Milestones | Estimated Completion Timeframe |
| Project planned and authorized to proceed | Oct. 15th, 2015 – Oct. 16th, 2015 |
| Begin Development | Oct. 23rd, 2015 – Nov. 27th, 2015 |
| Begin Resource Development | Nov. 27th, 2015 – Dec. 10th, 2015 |
| Project Completion | Dec. 10th, 2015 – Dec. 16th, 2015 |

## Project Schedule

To be included

# Cost/Budget Management

The cost will include salaries for a team of three people at $14 an hour for a total of 60 hours.

This will equate to $840 per person for a total development cost of $2520 and we will need to allow for an additional $2000 for potential software.

This will bring our total cost estimate to approximately $4520.

# Quality Management

All developed components will be tested in real world scenarios to ensure integrity. Quality measures may be no bugs or defects for certain critical requirements, consistent screen layouts, or correctly calculated variables. Quality may be ensured through inspections and formal testing to ensure defects are found, fixed, retested, and closed.

# Resource Management

We will need access to the computer lab and some android devices for development and testing. Internet access will be required. Access to software for creating assets of the game. This could include game engine software, audio software, and modeling software.

# Risk Management

All risks to the project must be brought before the core team and recognized as a potential risk if measures will be taken to accommodate said risk. If any unforeseen risks arise that will effect this project on a global scale, this plan will be updated and submitted for re-approval.

## Risk Log

All risks (new and pre-existing) will be logged in a separate document to use a reference point for the stability of the project

# Issue Management

For any individual directly related to the progress of the project, if an issue that will affect the progress of the project is identified, that individual is responsible for reporting to all other individuals directly related to the progress of the project. The report must include cause of issue and timeframe of affectedness of the issue.

## Issue Log

All reports of issues (new and pre-existing) will be logged in a separate document to be used to accumulate for any loss of time in the progress of the project.

# Appendix: Project Management Plan Approval

The undersigned acknowledge they have reviewed the **GAME DEV Project Management Plan** and agree with the approach it presents. Changes to this **Project Management Plan** will be coordinated with and approved by the undersigned or their designated representatives.

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_

Print Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Role: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Signature: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_

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