**SE (F&P) Project Plan Template**

|  |  |
| --- | --- |
| Team number | ***6*** |
| Project Title | ***Game Factory*** |
| Document |  |
| Creation date | ***9-9-2015*** |
| Created By | ***Kanv Kumar, Syam Patnala.*** |
| Client | ***Illiterate people, people who are not educated*** |

# **Brief problem statement**

Designing a game engine for illeterate people to educate them. In this engine, the user interface is very smooth and similar to a game so that illeterate people can easily understand the content of the game.

Also this game engine will generate the games according to the user input. Thus, this engine is called as *“****game factory”*.**

# **Team Members**

Kanv Kumar:Studying 2 game engine's source files and trying to build another similar game engine.

Syam Patnala: Studying 2 different game engine's source files and trying to build modified version of those engines. (Collabration work with Kanv).

T Bharath: Search for technologies to be used for the designing of the game engine.

Sai Teja: Search for technologies to be used for the designing of the game engine. (collabration work with T Bharat)

# **Team Communication**

Everyday in the evening from 6pm to 7:45 in the computer lab, we all meet and discuss what are the updates and what are the new features to be added.

# **Development Environment**

Sublime Text Editor for reading Source files, Eclipse as the IDE, Game Engines like Unity, Cocos2d,

Libgdx, Compilers for c, c++, Java, Python.

# **Milestone Schedule**

|  |  |  |  |
| --- | --- | --- | --- |
| **Milestone** | **Due Date** | **Release** | **Deliverable?** |
| *Draft requirements/Documentation* | 15/09/2015 | R1 | No |
| *Reading and Understanding of Source Files* | 30/09/2015 | R1 | No |
| Prototype of game factory | 15/10/2015 | Pre-Beta | Yes |
| First Version of game factory | 30/10/2015 | Beta | Yes |
| Second Version/Final of game factory | 30/11/2015 | Final | Yes |