

# The Black Debt

Scope and Project Management

Karl Pytte – bitRaid Games

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## Objectives and Approach

This section is concerned with the deliverables of the project, and the project management methodology employed to reach said goals.

### Deliverables

This project aims to complete the Educational Game “The Black Debt” and have the final release ready for shipment by 10pm on Friday the 19<sup>th</sup> of August. The game will feature all of the in-scope deliverables as outlined in the Game Design Document, and it will feature a great deal of mechanical and aesthetic polish.

### Approach

To achieve this end and meet the deadline, rigid project management methodology will be adhered to. The Spiral method of project management will be used (Boheim, 2008), allowing for weekly testing, feedback and analysis. This cycle will ideally prove the most efficient method for a self-directed project.

## Communication & Data Organization

Currently any and all work done through associates at SAE Quantm will be handled through the Slack channel, and any meetings will be arranged on a weekly basis. The primary resource for data storage is GitHub, where any and all work done on the project is backed up daily to their cloud servers. Local storage is currently done on two machines, as well as a backup flash drive.

## Critical Tasks

These are the tasks requiring completion, their dependencies, as well as the time estimates

Task description	Time estimate	Dependencies
Quest system (1 & 2) – multiple choice	1 week	none
Quest system (3) – keyboard input	2 week	Quest system (1 & 2)
Economy system – villagers & towns gathering (& processing) resources	1 week	Overworld map & towns
Overworld map construction – 5 tiles and towns	4 days	none
Town hub construction – mapping of points of interest	3 days	none
Town window construction – individual points of interest	4 days	Town hub construction
GUI navigation system – navigate effectively between all sections of the game	1 week	none
Tile construction (not outsourced) – creation of unique tile models	1 week	Overworld map
Trade System – mechanical system for trading between towns to generate gold	2 weeks	Economy system
Quest content generation – creation of assessable content for quests	2 weeks	Quest system (1 & 2)

Econonomicron – creation of content to teach assessable content.	3 weeks	GUI navigation
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## Task Shedule

This section is concerned with the weekly major milestones in the project.

### Documentation – 08/07/19

These living documents are essential to ensure the project moves forward as intended, they consist of

- Project Plan and Scope
- Game Design Document
- Marketing Plan

### Alpha Prototype – 15/07/16

This is a version of the project that contains all of the working key features, these are:

- Accounting quest system (level 1 & 2)
- Overworld navigation system
- Town Economy system
- Town navigation system
- Trading System
- Combat system

Failure to have these systems working and communicating as intended by this time will result in them being removed from the project.

### Initial art assets – 22/07/16

Greybox assets will begin to be replaced with some content provided by animators and sound-design professionals working alongside this project. In addition there will be more content created to flesh out the core mechanics.

### Beta Verson – 29/07/16

This version contains all of the assets and content that are intended to be included in the project. Ideally once this deadline has passed, no additional content is needed to be added to the game and the primary focus will be on marketing, bugfixing and polish.

### Polish and Playtesting – 05/08/16

This section will be involved with getting the game to a level of polish that it can be ideally showcased at a public event, and not appear to be still in development. This section will have been met successfully if this is the case.

### Development of Release Version – 12/08/16

By this stage all of the art and audio assets should have been added to the game, as well as there being no mechanical faults, it should be ready to ship at a moment's notice.

### Release Shipment – 19/08/16

Final version is sent to the stakeholder, by this point no more work may be done, and the game is considered complete.

## References

Boheim, B. W. [article]. (2008). A Spiral Model of Software Development and Enhancement. Retrieved from <http://csse.usc.edu/TECHRPTS/1988/usccse88-500/usccse88-500.pdf>