Group G:
* Kyle Pamintuan
* Pedro Lopez
* Keith Farwell
CECS 343 - Section 03
Professor Giacalone

Illuminati Project Plan

Introduction

Project Scope:

Illuminati is a graphical card game that game lovers can play and enjoy. A user will be able to control up to four players, testing his/her strategic abilities. Since this rendition of Illuminati does not implement networking for playing against other real players, it will be more for people who want to practice the game rather than compete. The user must have a Python IDE installed on their computer in order to operate the game. But the user will not require any knowledge of programming, just basic typing skills.

The project will consist of a graphical user interface that displays sprites of Illuminati cards, dice, and a side bar containing necessary gameplay data.

Inputs:

The user will need to input their choice of menu options which only includes single digit integers.

Outputs:

The program will output illuminati card sprites, dice sprites, a side bar containing necessary gameplay data, and textual menu options.

Performance/Behavior Issues:

There are some free downloadable Python IDE available, but others require a monthly membership or small donation (i.e. Pycharm).

Also, some Python IDEs will require certain versions of Java. And if the Python IDE is a plug-in to another program (i.e. PyDev for Eclipse) it might require a certain version of that program to be able to download the plug-in.

Management and Technical Constraints:

Illuminati has a drop-dead delivery date of May 20, 2017.

Project Estimates

Project Resources:

Illuminati will be developed by Group G, a software engineering team containing 3 developers:

- Kyle Pamintuan
- Keith Farwell
- Pedro Lopez

Risk Management

Project Risks:

Major risks we have determined for this software are as follows:

- Equipment failure
- Late delivery of software
- The game will not meet expectations
- Changes in requirements
- Deviation from software engineering standards
- Bugs may still exist after delivery of software
- Poor commenting of source code

Project Schedule

I. Phase I - Planning
- Play the game and get a better understanding of the gameplay
- Vision Document
- Project Plan
- Flowchart / UML
- Use Cases
- Test Plan
- User manual / UI layout
- Make notes for game programming:
  - Data structures
  - Classes
  - Class attributes
  - Class methods
  - UI plans
  - Graphics plans

II. Phase II - Programming
- Build program based on the notes made from Phase I
- Collaborate using GitHub
- Set up meeting times
- Basic Gameplay Demo

III. Phase III - Testing and Efficiency
- Version control
- Feedback
- Bug list and big fixes
- Shorten running times
- User Interface Demo
- Rule Enforcement Demo

IV. Phase IV - Finalizing
- Final bug fixes
- Documentation
- Final Demo

List of Deliverables and Deadlines:

- Vision Document

  Due: February 15, 2017

- Project Plan

  Due: February 27, 2017

- Flow Chart / UML

  Due: March 20, 2017

- Use Cases

  Due: April 3, 2017

- Test Plan

  Due: April 10, 2017

- User Manual / UI Layout

  Due: April 17, 2017

- Basic Gameplay w/ Demo

  Due: April 24, 2017

- User Interface w/ Demo

  Due: May 1, 2017

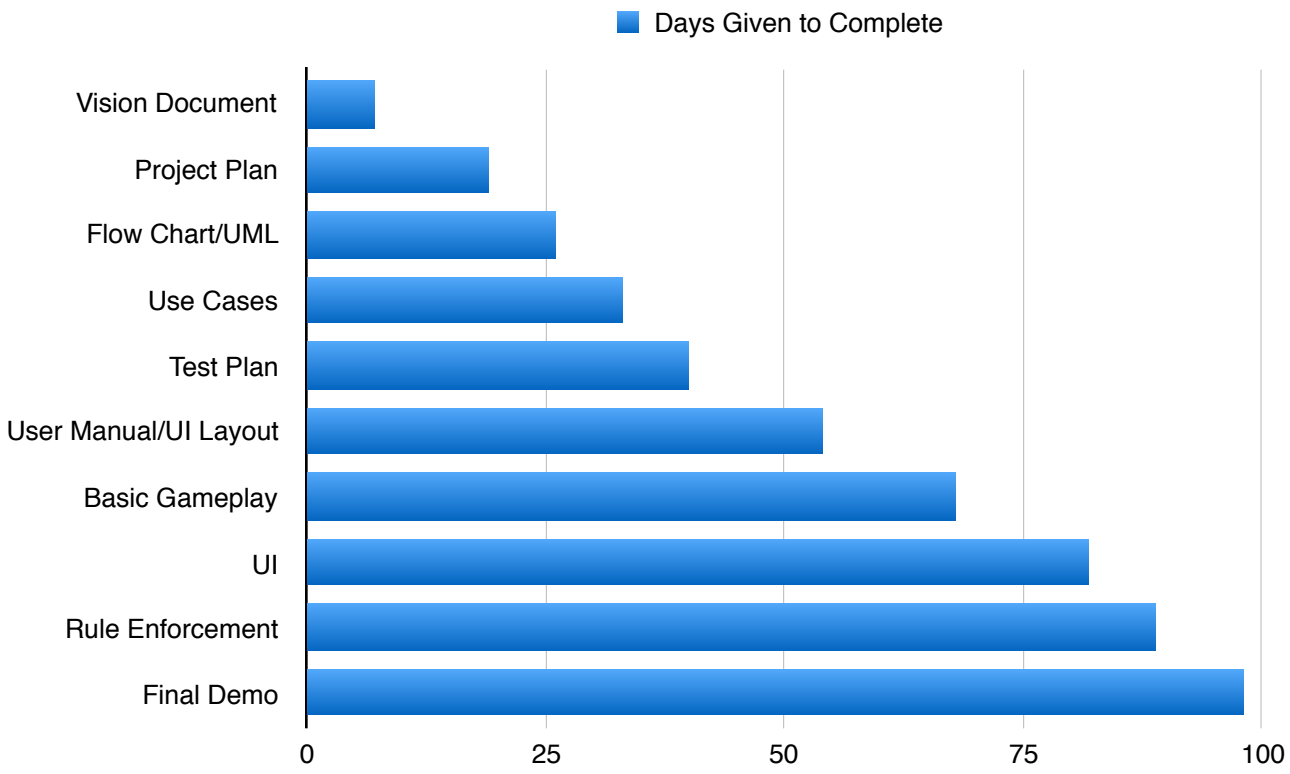
- Rule Enforcement w/ Demo

  Due: May 8, 2017

- Final Demo

  Due: May 17, 2017

Timeline Chart:



Staff Organization:

Team Structure:

Professor Giacalone

Project Manager:

As project manager, Professor Giacalone will be in charge of giving feedback of the project deliverables, making sure progress is going well, and consulting our group as needed.

Group G - Kyle Pamintuan, Keith Farwell, Pedro Lopez

Software Developer:

All team members are equal ranked software developers responsible for developing the game.

UI Designer:

All team members make up the UI design team.

Game Tester:

All team members will be game testers and give feedback.

Documentation:

All team members will be responsible for documentation of their own share of code.

Additional Responsibilities:

All team members will be responsible for completing project deliverables in a timely manner, communicating, and collaborating with each other. Also, all team members will be responsible for their fair share of contribution to the project.

Management Reporting and Communication:

Mechanisms for Progress Reporting

Progress is communicated via group text message, GitHub, or Google Docs. All documents and files will be posted on a shared group folder on Google Docs. And all code, commits, and software changes/updates will be pushed to the group repository on GitHub. The communications are done informally, unless special documentation of progress is required.

Mechanisms for Inter/Intra Team Communication

Group G will conduct weekly meetings to update other team members on their progress and ask questions that may difficult to answer via electronic communication. All other communication is done electronically. Most team communication is done via the group text message.