

Documentation Plan for Last Wish Raid

Table of Contents

Document Control 2

Purpose. 2

Deliverables. 2

Requirements. 3

Regulatory Requirements. 3

Audience. 3

Assumptions, Constraints & Dependencies. 6

Process. 7

Key Milestones. 8

Roles & Responsibilities. 8

Resources. 8

Document Control

Document ID: 001

Revision History

Version	Date	Author	Change Description
0.X	DD Mon YY	Author's name	Describe the change (e.g. "First draft," "Updated with SME comments," etc.).
0.1	10/23/18	Lucas Conti	First draft

Approval

Version X of this document has been approved by:

Name	Job Title	Date of Approval
Firstname Lastname	Job Title	DD Month YYYY
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Purpose

Describe the purpose of the Documentation Plan here (e.g. "this document is a plan to create user documentation for XYZ device," "this document is a plan to create procedures for the XYZ Department").

This document is a plan for my final project in Creating User Documentation. The project will be a player's guide for completing a portion of the content in the video game Destiny 2: Forsaken. Specifically, it will be focused on the completion of a difficult encounter known as The Vault in the Last Wish raid.

Deliverables

Use this section to list the technical documents that will be created as a result of your project. Don't include supporting project documentation such as Documentation Plans, Review Logs and so on.

No.	Document	Document ID
1	<i>Encounter guide for The Vault</i>	400

Requirements

Describe the high-level requirements (needs) that your documentation project must fulfil.

No.	Requirement	Documents affected
1	The document should be sufficient for a player to have the knowledge to clear a section of the raid	<i>All</i>
2	The document should be easily searchable, and key mechanics should be visible at a glance	<i>All</i>

Audience

Use this section to create a profile of the different audiences of your documentation. The table below uses a Five Ws (and One H) methodology (Who, Why, When, Where / How, What) to help you understand your audience(s).

Question	Answer
Who is the audience?	Players of Destiny 2: Forsaken on any console (PC, PS4, or Xbox One) who are ready or near ready to play content in the Last Wish raid. This implies that they are already intricately familiar with the basic mechanics of the game and have invested many hours in it.

Why does the audience need the documentation ?	The audience needs to know how to complete each encounter in the Last Wish raid to get the in-game rewards.
When will the audience use the documentation ?	The audience will find the document useful in preparing for the raid, as well as as a quick reference during their attempts at the encounters.
Where and how will the audience use the documentation ?	The audience will need the document near them wherever they choose to play. PC players might pull the document up on a 2nd monitor, while console players might have a laptop nearby.
What's important to the audience?	Strategy is a crucial type of information that the audience will need in the document. Simply educating them on the mechanics leaves the question of “how will I actually <i>do</i> this” to the reader.

Assumptions, Constraints & Dependencies

Assumptions

Define assumptions here. Assumptions are educated guesses that underpin your planning and scheduling. They are made when it's not possible to be sure about a factor that's relevant to your plan, but a judgement call needs to be made so that you can proceed.

No.	Assumption	To be validated by	Status	Notes
1	The mechanics of the Raid will be unchanged for the lifespan of the documentation	--	--	--

Constraints

Define constraints here. Constraints are the boundaries of your project. They're usually expressed in terms of cost, time and scope.

No.	Constraint	Notes
1	All documents must be finished by 11/29, the first day of presentations	

Dependencies

Define dependencies here. Dependencies are relationships between activities where the success of one activity depends on another. Dependencies can exist around many aspects of your plan, so only list the most important ones here.

No.	Dependency	Notes
1	The Raid will be available during the development of this documentation.	This is necessary for both testing and video capture purposes.

Process

All stages of the Technical Writing Process will be applied, i.e. plan, structure, write, review, and publish

Key Milestones/ Schedule

List your key milestones here. Key milestones are the critical dates in your project, e.g. completion of key deliverables, kick-off of review cycles, publication date for the final draft.

No	Milestone	Date
1	First draft completed	November 1
2	Revisions/Peer edits completed	November 8
3	Final product published	November 15

Roles & Responsibilities

Use this section to define subject matter experts, review team members and stakeholders.

Name	Role	Responsibility
<i>Name</i>	<i>E.g. Project Manager</i>	<i>E.g. Review team member / stakeholder</i>
Lucas	Writer	

Resources

Use this section to provide links to relevant supporting documentation such as requirements or specifications for the product to be documented, older versions of a user guide or manual, and so on.

Document Title	Document ID	URL / Citation	Description
Destiny 2: Forsaken	--	--	The game is the source of truth for these documents.

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