

Project Plan for King of Tokyo

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1. Overview

This document outlines the plan of action for the King of Tokyo Project. The project aims to create a digital version of the board game King of Tokyo that can be played on personal computers. Two to six users are expected per each round of the game. There is an expected development time of four months. The project is sponsored by the Fall 2019 California State University, Long Beach, CECS 343 Introduction to Software Development class. The final product aims to provide the convenience of a playable board game that requires no set up and no clean up. It will be marketed to both prior fans of the original board game as well as new players who have not had the chance to play it.

2. Goals and Scope

2.1 Project Goals

Our end goal is to create an optimized and user-friendly application which allows the user to play the King of Tokyo board game with friends. The application is expected to be free of bugs, perform well, and aims to be a passable alternative to the physical board game.

2.2 Functional Goals and Features

The following is a brief overview of the planned software features; for full details, see “King of Tokyo Vision Document,” section 9, Product Requirements (9-11).

- Start Game
- Damage
- Roll Dice
- Resolve Dice
- Yield to Other Players
- Buy Power Cards
- Use Power Cards
- Die
- Enter/Leave Tokyo
- Game Music
- Options Menu

2.3 Project Inclusions/Exclusions

2.3.1 Included

Our version of the game will include a selection of the original monsters that appear in the King of Tokyo board game, as well as some which appear in character expansion packs. To meet the given deadline, some Power Cards may be excluded from the final game.

2.3.2 Excluded

Our version of the game will exclude any aspects of the game introduced outside of the 'vanilla' release, whether they were brought through expansions, variants, revisions, etc. This does not apply to any characters which may be added to the game.

2.4 Major Software Functions

Users will be able to play the full King of Tokyo base game. Users will be able to interact with a virtual game board, roll dice, and select game options. The player's character will be moved according to which decisions they make. There will be a visual output to the screen that will use the art from the original game, and will provide all needed information such as whose turn it currently is, how much health each player has, and so on.

3. Resources

The King of Tokyo Project will be developed entirely on standard computers with free, widely available software. No special components or devices will be required.

3.1 Hardware and Staff Needs

- One personal computer per staff member to create documents, communicate, and write code.

3.2 Software and Tools

- Unity: a free-to-use game engine in which the primary interface of the game will be created.
- GitHub: a code repository where the source code and required documents for the game will be hosted online.
- Discord: a chat client which the development team will use to communicate updates, issues, etc.
- Microsoft Visual Studio: an IDE used to write the code of the game
- C#: the programming language used to code the game.

4. Organization

4.1 Team Organization

Role	Name
Project Advisor	Anthony Giacalone
Lead Software Engineers	Ryan, Matthew, Madeline
Lead Programmers	Ryan, Matthew, Madeline

4.2 Team Availability

Organization: Name	Availability	Comment
Ryan	Most days	Generally work 5-9PM except Tues/Thurs
Maddie	M-Th	Work evenings; available in afternoon
Matthew	M/W	Work evenings

5. Risk Management

5.1 Potential Risks

- Late delivery of product
- Interface is confusing, not user friendly
- Code is not documented well, slowing development time
- Timeline may not be plotted out accurately, with certain areas needing more time than given.

5.2 Risk Mitigation

- An exact timeline will be created to ensure the product is delivered on time
- Consistent quality assurance and beta testing will mitigate the risk of a poor user experience
- A code documentation standard will be developed among the team when necessary to increase productivity and code reusability

6. Communication and Reporting

The project development team will meet twice per week on Tuesday and Thursday afternoons. Outside of these meeting times, communication will be facilitated through

text messages and email. Additional meeting times may be scheduled if the need arises. Project status will be reported to the Project Advisor, Anthony Giacalone.

7. Delivery

The project has a delivery date of December 5, 2019.

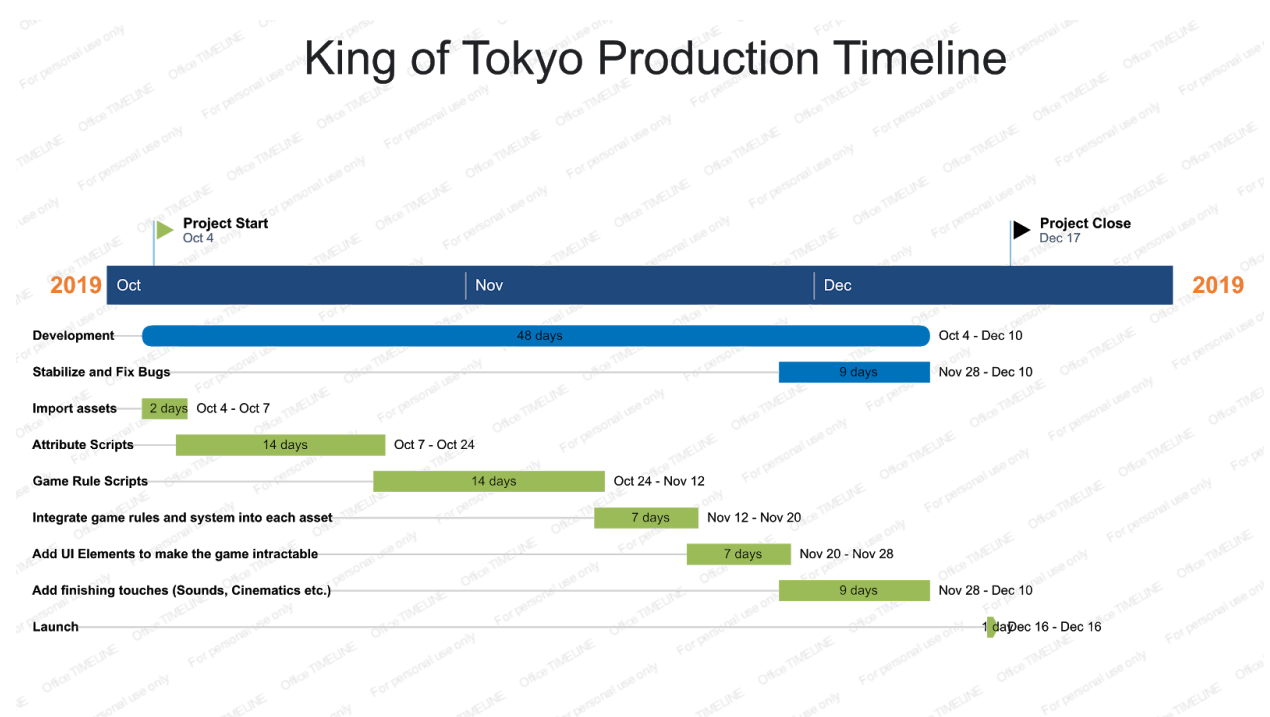
7.1 Deliverables

- King of Tokyo Vision Document
- King of Tokyo Project Plan
- King of Tokyo Beta
- King of Tokyo full, downloadable .exe file

8. Quality Assurance

Periodic testing of game features will ensure that software bugs are caught before product delivery. Beta testers may be outsourced by the development team if needed to test gameplay and user experience.

9. Timeline



10. Abbreviations and Definitions

IDE: Integrated Development Environment, software that facilitates programming and informs user of bugs and errors.

U/I : User Interface

11. References

- King of Tokyo Vision Document

12. Revision History

Version	Date	Change/Addition
1.0	9/27/19	Initial Version
1.1	12/1/19	Adjusted project details to reflect final product