Quality Management Plan Document

# GENERAL INFORMATION

Project Name: 2-D interactive game Project Number: PR232399

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## Quality management PLan

### Project Overview

This project’s primary goal is to learn and develop skills in low level programming technique through application of modern programming principles to legacy hardware. These principles take the form of a 2-D platformed min-golf video game called Paul’s Astro Golf Adventure (PAGA). PAGA provides the user with the ability to control the angle of a putting ball (char ‘A’ or ‘D’) and power of their shot (char ‘W’ or ‘S’) and take their shot by pressing the enter key ( char ‘space’ ) . To signify the angle's position changing relative to the ball, a directional line will be used that implies the direction the ball will travel. Following this, we will use a graphical power bar to visualize the output power of the shot. Obstacles are placed on the map in the form of surface terrain changes and portals/redirects. Surface terrain changes, changing the speed of the ball lowering the power of the moving ball. Portals teleport the ball to another area on the map. The ball leaves the portal with the same power and angle that it entered the portal with. The perspective of the game takes a bird’s eye view of course, where the user can see the whole map and all its features to accurately calculate their next shot. The goal of the game is to get the user’s ball into the putting-hole at a defined position on the map in the least amount of turns possible. The reason this project is being undertaken stems from the term capstone project of Computing Machinery II course at MRU, as a high-level time estimate we aim to be completed by April 14th.

### Quality Standards and Regulations

The project will follow the departments coding standards along with are own document styling will ensure the code quality is consistent throughout the program. By periodically going back over our work we can reassess to fit extra documentation as needed to insure ease of use for upkeep and maintenance. The mixture of our own quality policy, the departments coding policy defines the legal regulation of Alberta define our projects standards.

### Quality Criteria

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| --- | --- |
| Deliverable | Quality Criteria |
| Provision of Low-Level Plotting Routines | Testing routine for graphic - passes |
| Model Structures and Event Handler | Testing routine that modifies model - passes |
| Renderer Module | Testing graphic and events render - passes |
| Main Game Module | Testing core game functionality – passes |
| Input Module | Test input from user - passes |
| Music and Sound Effects | Testing returns all sounds - passes |

### Quality Assurance Procedures

After each module is finished a complete code review will take place to ensure each stage meets our standards.

After each feedback review from the instructor, we take onboard relevant improvement suggestions.

### Quality Management Roles and Responsibilities

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| --- | --- |
| Role | Quality Responsibility |
| Project Manager | Project meets all quality goals |
| Team | Project aligns with quality goals |

### Signatures

|  |  |
| --- | --- |
| Role | Signature |
| Project Manager |  |
| Project Sponsor |  |