

Project Plan

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Chess

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Table of Contents

1. Introduction	3
2. Project Overview	3
2.1 Document Overview	3
2.2 Users or Involved Personnel	4
3. Primary Deliverables	4
3.1 Customer Deliverables.....	4
4. Project Schedule & Estimates	5
4.1 Detailed Project Schedule.....	5
4.2 High Level Estimates	5
5. Project Resource Requirements	5
5.1 Staffing/ Skill Requirements	5
6. Project Process.....	6
6.1 Project Structure Plan	6
7. Referenced Documents.....	8

1. INTRODUCTION

This Project Plan describes the activities, resources, schedule, quality goals, and processes. It is intended to provide a guide to how development work will be managed.

2. PROJECT OVERVIEW ¹

2.1 Document Overview

Project structure plan, schedule and cost estimation

2.2 Users or Involved Personnel

A team of 4 students with a basic knowledge of programming.

3. PRIMARY DELIVERABLES

3.1 Customer Deliverables

- First iteration due date is May 11th. 2020. terminal based game model that allows a basic game play against another player with no invalid moves.
- Second iteration due date is June 8th. 2020. 2D game model that implements a basic AI to play against in single player mode.
- Third iteration due date is July 6th. 2020. Implementation of further functionalities, improvements and adjustment to the overall game.

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4. PROJECT SCHEDULE & ESTIMATES

4.1 Detailed Project Schedule

Project Phase		Start	End	Duration
	Kickoff meeting	08.04.2020	08.04.2020	2 Hours
Iteration I		08.04.2020	10.05.2020	32 Days
Analysis		08.04.2020	17.04.2020	10 Days
Planing & Design		18.04.2020	21.04.2020	4 Days
Implementation		22.12.2020	04.05.2020	13 Days
Testing		05.05.2020	09.05.2020	5 Days
Release		10.05.2020	10.05.2020	4 Hours
Iteration II		11.05.2020	07.06.2020	28 Days
Planing & Design		11.05.2020	14.05.2020	4 Days
Implementation		15.05.2020	01.06.2020	18 Days
Testing		02.06.2020	06.06.2020	5 Days
Release		07.06.2020	07.06.2020	4 Hours
Iteration III		08.06.2020	05.07.2020	28 Days
Planing & Design		08.06.2020	11.06.2020	4 Days
Implementation		12.06.2020	29.06.2020	18 Days
Testing		30.06.2020	04.07.2020	5 Days
Release		05.07.2020	05.07.2020	4 Hours

4.2 High Level Estimates

88 working days over a span of 3 months.

5. PROJECT RESOURCE REQUIREMENTS

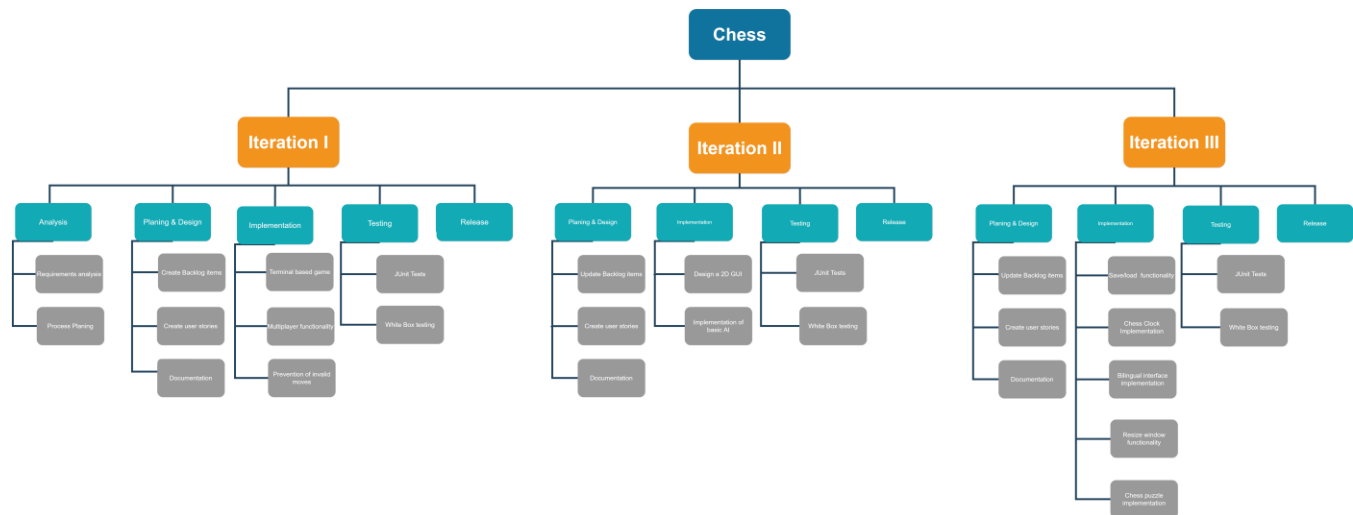
5.1 Staffing/ Skill Requirements

Role: Scrum Master/Tester
Yahya

Role: Developer
Alec
Heinrich
Odai

6. PROJECT PROCESS

6.1 Project Structure Plan



7. REFERENCED DOCUMENTS

Software Requirements Analysis Document.pdf