Project Plan

Document Number: 01

Date: Friday, April the 17th, 2020

*Chess*

Yahya Alsamou Alnajjar

Odai Alsharif

Alec Winter

Heinrich Stremme

Prof. Dr. Martin Leucker

Institute for Software Engineering & Programming Languages

University Of Luebeck

Ratzeburger Allee 160, Bldg. 64

Table of Contents

[1. Introduction 3](#__RefHeading___Toc105487178)

[2. Project Overview 3](#__RefHeading___Toc105487179)

[2.1 Document Overview 3](#__RefHeading___Toc105487183)

[2.2 Users or Involved Personnel 4](#__RefHeading___Toc105487188)

[3. Primary Deliverables 4](#__RefHeading___Toc105487193)

[3.1 Customer Derliverables 4](#__RefHeading___Toc105487194)

[4. Project Schedule & Estimates 5](#__RefHeading___Toc105487196)

[4.1 Detailed Project Schedule 5](#__RefHeading___Toc105487198)

[4.2 High Level Estimates 5](#__RefHeading___Toc105487199)

[5. Project Resource Requriements 5](#__RefHeading___Toc105487200)

[5.1 Staffing/ Skill Requirements 5](#__RefHeading___Toc105487201)

[6. Project Process 6](#__RefHeading___Toc105487202)

[6.1 Project Structure Plan 6](#__RefHeading___Toc105487203)

[7. Referenced Documents 8](#__RefHeading___Toc105487216)

# 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.

# Project Overview [[1]](#footnote-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.

# Primary Deliverables

## 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.

# Project Schedule & Estimates

## 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 |

## High Level Estimates

88 working days over a span of 3 months.

# Project Resource Requirements

## Staffing/ Skill Requirements

**Role: Scrum Master/Tester**

**Yahya**

**Role: Developer**

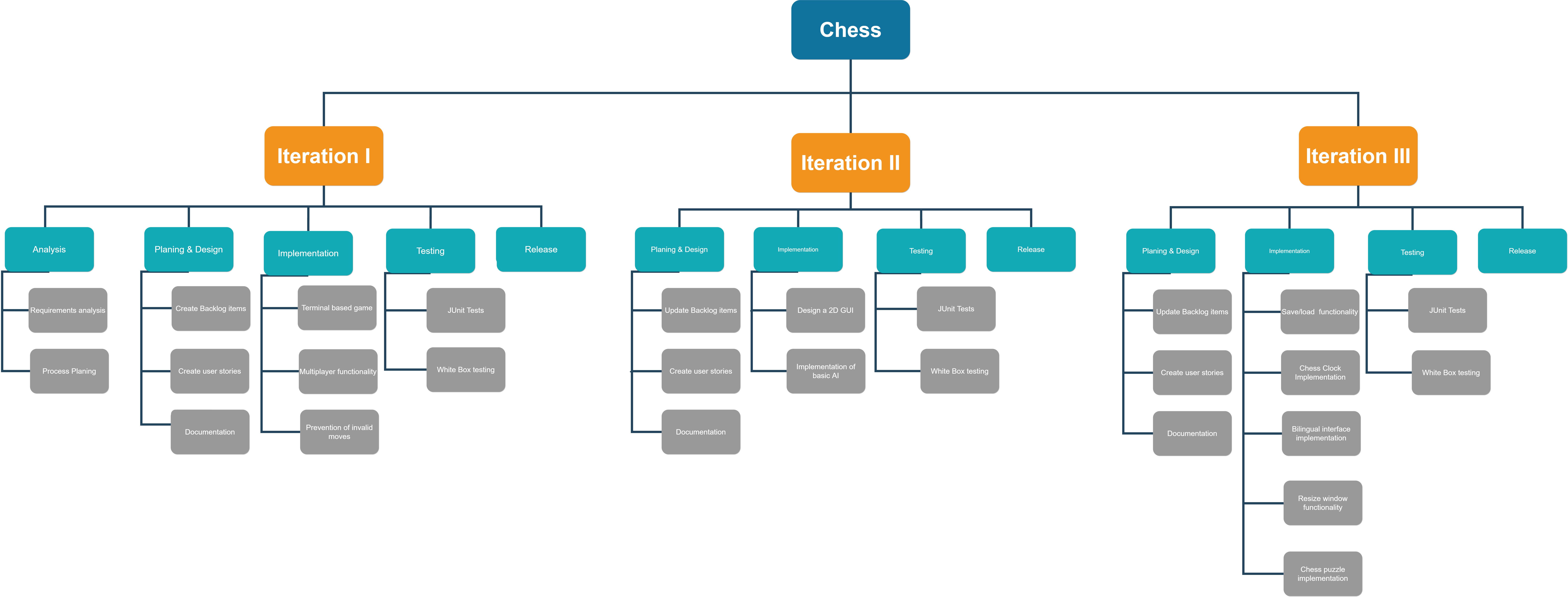
**Alec**

**Heinrich**

**Odai**

# Project Process

## Project Structure Plan



# Referenced Documents

Software Requirements Analysis Document.pdf

1. [↑](#footnote-ref-1)