PROJECT PLAN

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Introduction:

This project begins offering a welcome and satisfying experience that promises to bring a new wave of change to board games. In this project called “Mini Quest: Board Game Adventures”. We introduce a fusion of traditional board games in conjunction with the charm of mini games. Our focus is to captivate and offer dynamics to the players that will challenge their skills, reflexes, and wits. As we embark on this journey the mini-games will take the center of the stage, where each of these mini-games will provide a set of different opportunities and challenges. Whether is a high-precision game to make sure of catching a falling object or just clicking a mouse to shoot an arrow to hit a descending object, the action will never cease in this world. The desire of the developers is to be able to develop each mini-game to the digital world and at the same time offer enjoyment and satisfaction to every player and bring together the community that loves board games and mini-games.

Project Organization:

|  |  |  |
| --- | --- | --- |
| Positions | *Names* | *Responsibilities* |
| **Coordinator** | Joseph Diaz/Jazer Vargas | Guarantee that the team keep on track to accomplish all the task and manages all the project materials. |
| **Designer** | Shoni Faraggi/Joseph Diaz | Creates an intuitive, user-friendly software design and facilitates the implementation of the project for the team. |
| **Developer** | Shoni Faraggi/Jazer Vargas | In charge of the programming and coding of the software for the project. |

Project Plan:

A chart with text and images

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Additional risks related to the project:

|  |  |  |
| --- | --- | --- |
| **Risk Category** | **Risk Description** | **Risk Description** |
| Cost Risk | Overruns of the budget due to not expected expenses. | Have a well specified cost estimation of the project. Additionally, keep monitoring expenses throughout the project development. |
| Schedule Risk | Delays on the project timeline | Have a schedule that realistic adjust to the team, identifying crucial path tasks. Regularly review and adjust the schedule as needed. |
| Performance Risk | Performance issues related to the program in different platforms. | The team needs to test the game on different devices and platforms to find potential issues on performance. Optimize the code and address inefficient performance. |
| Operational Risk | Problems related to server downtime or potential crashes inside the game. | The team needs to implement a good server architecture. Additionally, make sure to regularly monitor and test the server to facilitate maintenance over time. |
| Technology Risk | Problems related to how the technology evolve making the program inefficient to the current technologies. | Keeping up to date with the most recent technologies and making sure to choose the correct tools that will make the project viable throughout each stage. |
| Communication Risk | Any issue that deals with the wrong communication or misunderstanding among team members. | Clear communication between the project members, having regular meeting to keep everyone aware of the status of the project and keeping a comprehensive project documentation will reduce any risk related to communication. |
| Scope Creep Risk | Related to the expansion of new objectives that deviate from the initial objectives of the team project. | Deciding among the members clearly documented objectives to delimit these objectives. Evaluate and carefully approve any changes that need to be done and communicate the impact that these changes might have in terms of schedule and budget to minimize risks. |
| Skills Resource Risk | Not having enough skills that is specialized or demonstrating enough expertise. | Establishing in the early stage of the project among the members all the skills gaps and considering the proper training, or the seeking of help among the members to try to fill that gap to ensure the completeness of the project. |

Hardware and software requirements:

Project Plan Work Breakdown:

**Process Flow Diagrams:**

A diagram of a process

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A diagram of a game

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A diagram of a game

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A diagram of a game

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A diagram of a game

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Project Schedule:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Start Date** | **End Date** | **Duration (Days)** | **Responsible** |
| **Strategy** |  |  |  |  |
| - Templates | 2023-09-22 | 2023-09-24 | 3 | Project Lead |
| - Categories | 2023-09-25 | 2023-09-27 | 3 | Project Lead |
| - Data Elements | 2023-09-28 | 2023-09-30 | 3 | Project Lead |
| **Diverse Hardware** |  |  |  |  |
| - Connectivity System | 2023-10-01 | 2023-10-03 | 3 | Developer Team |
| - Local Area | 2023-10-04 | 2023-10-06 | 3 | Developer Team |
| - World Wide Web | 2023-10-07 | 2023-10-09 | 3 | Developer Team |
| **Mini-Board Game Concept** |  |  |  |  |
| - Precision Object Catch | 2023-10-10 | 2023-10-12 | 3 | Game Design Team |
| - Mouse Timing Challenges | 2023-10-13 | 2023-10-15 | 3 | Game Design Team |
| - Timing-Based Mini-Games | 2023-10-16 | 2023-10-18 | 3 | Game Design Team |
| **Board Configuration** |  |  |  |  |
| - Board Layout | 2023-10-19 | 2023-10-21 | 3 | Game Design Team |
| - Design Evaluation | 2023-10-22 | 2023-10-24 | 3 | Game Design Team |
| - Interactive Elements Position | 2023-10-25 | 2023-10-27 | 3 | Game Design Team |
| **Player Sequence** |  |  |  |  |
| - Player Names | 2023-10-28 | 2023-10-30 | 3 | Game Design Team |
| - Mini-Game Turn Sequence | 2023-10-31 | 2023-11-02 | 3 | Game Design Team |
| - Mini-Game Testing | 2023-11-03 | 2023-11-05 | 3 | Game Design Team |
| **Player Phase** |  |  |  |  |
| - Player’s Action Phase | 2023-11-06 | 2023-11-08 | 3 | Game Design Team |
| - Click-based Mini-Game Challenge | 2023-11-09 | 2023-11-11 | 3 | Game Design Team |
| - Obstacle Avoidance | 2023-11-12 | 2023-11-14 | 3 | Game Design Team |
| - Turn End | 2023-11-15 | 2023-11-17 | 3 | Game Design Team |
| **User Interface** |  |  |  |  |
| - Score Presentation | 2023-11-18 | 2024-11-20 | 3 | Game Design Team |
| - Achievements View | 2024-11-21 | 2024-11-23 | 3 | Game Design Team |
| - Testing | 2024-11-24 | 2024-11-26 | 3 | Game Design Team |
| **Game Scoring** |  |  |  |  |
| - Victory Condition | 2024-11-27 | 2024-11-29 | 3 | Game Design Team |
| - Game Conclusion | 2024-11-30 | 2024-12-02 | 3 | Game Design Team |
| - Testing | 2024-12-03 | 2024-12-05 | 3 | Game Design Team |
| **Comprehensive Activity Testing** |  |  |  | Quality Team |
| - Quality Control | 2024-12-06 | 2024-12-08 | 3 | Quality Team |

Activity Diagram:

A diagram of a computer program

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**Monitoring and reporting mechanisms:**