

Project Plan

For

Illuminati: The Game of Conspiracy

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# 1. Overview

Our game will include all of the features that already exist in the physical version of the game, while introducing new features that will only be possible in computer software. One of the key features of our game is that it will have a ranking system to keep track of which user has the best record. The game will be in development for two months and a working product should be shipped out by the end of the development process. When our game is released, it will be free to play so players don't have to worry about paying. This software has potential to innovate the way board games are paid by curating a competitive ladder.

## 2. Goals and Scope

### 2.1 Project goals

Project Goal	Priority	Comment/Description/Reference
<b>Function Goals:</b>	1 = high 5 = low	
Card functions	1	We want the card in our game to be able to function properly.
Multiple players	1	Our game should be playable by multiple people on one computer.
Ranking System	2	Everyone who plays the game will create an account, and depending on the amount of win and losses will have a rank
<b>Business Goals:</b>		
Low cost	1	The game will be low to free cost to create as well as play.
<b>Technological Goals:</b>		

Ranking System using a Database	3	Be able to use a database to keep track of different player profiles and their rankings.
<b>Quality Goals:</b>		
Smooth gameplay	2	We hope that our game contains no bugs and that each game can proceed smoothly.
<b>Constraints:</b>		
No mobile version	5	The game we develop can only be playable on laptops or desktop computers. So our game can not be played on mobile devices.

## 2.2 Project Scope

### 2.2.1 Included

For this project we will make the game for a windows 10 desktop or laptop computer. Features that we will include consist of an AFK detector, that will make sure that no one playing the game takes too long on his/her turn. In addition, we will have a tutorial to get the player familiar with the software interface. We will also have a ranking system that requires the use of the database to keep track of players points they can gain when winning or lose of points when losing.

### 2.2.2 Excluded

Our game that we will create will only be used on desktop or laptop computers which means a mobile device version of the game will be excluded. Another thing that we will exclude for now is online multiplayer, because the game must be playable first before we implement the feature. It is most likely online multiplayer will be excluded from the final product either because of time constraints or lack of funding.

## 3. Organization

### 3.1 Organizational Boundaries and Interferences

#### 3.1.3 Resource Owners

The resource owners of this project are: Stephen Long, Richard Pho, and Albert Truong. So the resource owners are the members that make up the Project Team.

#### 3.1.4 Receivers

The receivers of this game will be those who decide to play our game. It is important for our game to be well-received so that those who decide to play our game once will want to come back and play it. That way the ranking system that was made will actually be of use to track who are the best players.

#### 3.1.5 Sub-Contractors

This project will not contain any subcontractors. All work done on this project will be completed by the Project Team.

#### 3.1.6 Suppliers

<b>Company: Contact</b>	<b>Deliverable</b>	<b>Comment</b>
N/A (open source)	Godot Engine	We are utilizing Godot Engine to make our game.
Google	Google Docs	We collaborate with each other when writing documents through the use of Google Docs.
Discord	Discord	We hold our project meeting by using Discord's

		voice communication service.
Microsoft	Github	We use Github so that we can collaborate with each other when making the game.

### 3.1.7 Cross Functions

Function	Dept.: Contact	Responsibility/Comment
Product Mgmt	Stephen Long: Stephen.Long@student.csulb.edu	If we need to verify that we are making certain functions how the original board game designers had intended it be we will ask Stephen because he is in charge of knowing the ins and outs of the game.
Marketing	Richard Pho: Richard.Pho@student.csulb.edu	This person is in charge of finding ways to make the game more marketable so if the team needs help deciding if a feature is important, this person will give the team some advice on what they should do.
Sales	Ernst & Young	They are one of the big 4 accounting firms so they are pretty good when it comes to sales.
Service	Albert Truong: Albert.Truong@student.csulb.edu	If there are any questions about the service or software, we would contact the project manager to address any feedback or criticism.
Training	Albert Truong: Albert.Truong@student.csulb.edu	If we have problems with training or integrating a team member into the team, we will contact the project manager.
Manufacturing	Itch.io: <a href="https://itch.io/support">https://itch.io/support</a>	We will be shipping our game out through Itch.io so if we need any assistance with shipping out our game we will contact them.
Quality	CECS: Anthony Giacalone	If we have any questions or trouble with the quality of our game we can ask this person to make sure we are headed in the right direction.

Technology	Microsoft: 1-800-642-7676	If we have any technological problems, since we all use Microsoft's Windows operating system we will contact them
Supply Mgmt	Best Buy: (Cerritos) 562-402-1555	The only supply that we are in need of are laptops, so if we needed more we would contact Best Buy to purchase more.

### 3.1.8 Other Projects

Currently our team has no other projects that will affect the development of this computer version of the illuminati game.

## 3.2 Project Organization

### 3.2.1 Project Manager

Role	Organization: Name
Project Manager	Albert Truong
Technical Project Manager	Stephen Long

### 3.2.2 Project-internal Functions

Function	Organization: Name	Comment
Quality Assurance	Richard Pho	Make sure the game's features work properly.
System Test Lead	Stephen Long	Make sure that tasks are being completed by their deadlines.
Validation Lead	Albert Truong	Assesses whether or not the game will satisfy our customers.

### 3.2.3 Project Team



Organization: Name	Availability	Comment
Albert Truong	All week; school on Tuesday, Thursday	School times: Tuesday/ Thursday: 9 AM - 11 AM and 5PM - 9:45PM On weekends: On call only, not in person
Stephen Long	All week; school on Tuesday, Thursday, and Saturday	Available when not at school. School times: Tuesday/ Thursday: 2 PM - 9:45 PM Saturday: 9 AM - 12:30 PM
Richard Pho	All week; has work Monday and Wednesday; School on Tuesday and Thursday	Work times: Monday/Wednesday 3:00pm- 7:30pm should be available before and after those times School times: Tuesday/ Thursday: 9 AM - 11 AM and 5PM - 9:45PM

### 3.2.4 Steering Committee

N/A - for this project we do not have a steering committee

## 4. Schedule and Budget

### 4.1 Work Breakdown Structure

Our project team plans to develop Illuminati the board game over two to three months. We plan to break up our project into 6 key milestones that we want to achieve. At the end of each phase, we should see significant progress leading to the completion of the project.

### 4.2 Schedule and Milestones

Milestone	Description	Milestone Criteria	Planned Date
M0	Start project		2020-02-14
		Budget Release	
M1	Start Planning		2020-02-14

	Decide what features we want and plan how we want to execute this project.	<ul style="list-style-type: none"> <li>• Learn the rules and features of Illuminati</li> <li>• Brainstorm ways to implement the rules and features</li> </ul>	
M2	Start Execution		2020-03-10
	Use Godot Engine to create the game.	<ul style="list-style-type: none"> <li>• Have basic functions and interface working</li> <li>• Implement unique product features</li> </ul>	
M3	Confirm Execution		2020-04-13
	Bug checking and testing for things needing change	<ul style="list-style-type: none"> <li>• Test for bugs</li> <li>• Documentation reviewed</li> </ul>	
M4	Release Product		2020-04-16
		Release project to the public	
M5	Close Project	Successfully created a working version of the game Illuminati	2020-04-30

## 4.3 Budget

In thousands US\$

Category	M0-M1	M1-M2	M2-M3	M3-M4	M4-M5
Human Resources (internal)	0	0	0	0	0
Human Resources (external)	0	0	0	0	0
Purchases (COTS)	0	0	0	0	0
Equipment	0	0	0	0	0
Premises	0	0	0	0	0

Tools	0	0	0	0	0
Travel Costs	1	0	0	0	0
Training	1	1	0	0	0
Review Activities	0	0	1	0	0
Other	0	0	0	0	0
<b>Total</b>	<b>2</b>	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>
<b>Total accumulated</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>4</b>

## 4.4 Development Process

The development process that we will be using is the Incremental Model. This model tailors to the needs of this project because for some members of the team, this is the first game they are making. The Incremental Model is a safe model that is beginner-friendly. Therefore it is beneficial for us to take small baby steps and work our way up rather than taking a huge fall if something fails.

## 4.5 Development Environment

Item	Applied for	Availability by
<b>Methods</b>		
Use case	Get requirements	M0
<b>Tools</b>		
Godot Engine	Game Development	M2
Google Docs	Documentation	M1
<b>Languages</b>		
GDScript	Game Development	M2
SQL	Ranking system	M2

## 4.6 Measurements Program

Type of Data	Purpose	Responsible
Game changes	To keep track of who changed or added things to the game	Project team
Ranking data	To keep track of the rankings for those who have played before	Project team

## 5. Risk Management

Risk for this project include:

- Problems using databases for ranking system
- Features we can't accomplish by the deadline
- Bugs in game that we didn't catch
- Not following schedule
- Problems with GoDotEngine

## 6. Sub-Contract Management

N/A - No work will be outsourced

## 7. Communication and Reporting

Type of Communication	Method/ Tool	Frequency/ Schedule	Information	Participants/ Responsibilities
<b>Internal Communication:</b>				
Project Meetings	Discord Google Docs In person	Twice a week	Project discussion and working on	Project team

			necessary documents	
Lab Meetings	Godot Engine Github	Twice a week	Working on the game and necessary documents	Project team
<b>External Communication:</b>				
Documentation	Github	bi-weekly	All documentations related to the project pushed on to Github	Project Team

## 8. Delivery Plan

### 8.1 Deliverables and Receivers

Ident.	Deliverable	Planned Date	Receiver
D1	Vision Document	2020-02-14	Professor Giacalone
D2	Project Plan	2020-02-28	Professor Giacalone
D3	Use Cases or User Stories	2020-03-05	Professor Giacalone
D4	Program Flow Chart	2020-03-09	Professor Giacalone
D5	Card functions	2020-03-15	Project Manager
D6	Functional Game play	2020-03-31	Project Manager
D7	AFK detector feature	2020-04-01	Project Manager
D8	Ranking System feature	2020-04-09	Project Manager
D9	Background Music	2020-04-10	Project Manager

D10	Project Draft for testing and feedback	2020-04-11	
D11	Final Project	2020-04-16	Professor Giacalone

## 9. Quality Assurance

The developers of this game will thoroughly test the game to ensure that the gameplay is smooth. By the time we release our game, we will try to ensure that it doesn't contain any bugs or exploits, especially major ones that can cause a great impact on the game. In order to achieve this we may let some beta testers play our game so that we can have their feedback on how to improve the game.

## 10. Configuration and Change Management

In response to a change request or major criticism we will meet with project owners to discuss the viability of the inclusion of said feedback. We will first calculate the time and resources required for a change request. If the change can fit within the project schedule and resource allocation, it will be added to the project plan and eventually implemented.

## 11. Security Aspects

Since we have a public repository on Github of our game, it is visible for others to see. Even though that is the case, there is a low chance that it will be seen by others because none of the contributors of the game have a big following on Github. Our game also doesn't have to worry about being attacked with DOS attacks because the players of our game don't need an Internet connection to play the game. We will also look into common vulnerabilities that occur in game projects and look to prevent such exploits.

## 12. Abbreviations and Definitions

PC	Personal Computer
AFK	Away from keyboard
COTS	Commercial off the shelf

Mgmt	Management
N/A	Not available
Rev ind	Revision index
DOS	Denial of service
MB	Megabucks the ingame currency
IC	Illuminati Card, 8 cards that have dark backs
SA	Special Abilities
SQL	Structured Query Language

## 13. References

N/A: no reference to other documents

## 14. Revision

Rev. ind	Page(P) Chapter (C)	Description	Date Dept./Init.
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