

Project Plan For ILLUMINATI

Distribution:

<ARK, ARK>

Appendices:

<Appendix 1>

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1. Overview

Illuminati is an intensive thought card game from the 1980s. The goal of the project is to create a working Illuminati Card that can be used by anyone with a Windows OS. This digital representation of Illuminati will be created with the Java programming language. The overall goal with this digital representation of the classic card game is to bring the same satisfaction in a modern package, that the original game had.

The customer of this Illuminati game is anyone with a working Windows OS that wants to play a digital version of Illuminati. Fans of the original Illuminati and those who are unfamiliar with the original will be able to experience the joy of the original in a digital format. The product is a digital representation of an existing card game. The overall process in creating the game will take about 4 weeks, as that is around the given allotted. Students and Professors of CSULB are involved in the creation.

Fortunately, there is no cost in the production of this game. Tools necessary to create the working software are available on the internet at no cost. Timing is essential to create this digital representation of the original card game. With only 4 weeks for planning and implementation, time management of the project is crucial. Fortunately, no other products are dependent on the release of this card game. And the game is not dependent on other projects or products as well. This greatly reduces the amount of possible risks and complications, despite having approximately one month for the finished result.

2. Goals and Scope

2.1 Project Goals

Creating a fully functioning digital representation of Illuminati that accepts player input and responds accordingly is a main goal of the project. To be able to display the correct output and have the game interact with the player correctly per Illuminati official rules is a requirement and goal for the project.

The user experience should be satisfactory and emulate an in person representation of the original Illuminati Card game. The graphics displayed should be accurate to the original Illuminati Cards as well as the game board. The quality of the experience and the interaction between the user interface and the customer should be a positive experience. The quality in the experience and the Software's runtime in game should be efficient enough for the positive user experience.

Competence development in correct implementation as well as using the JAVA IDE IntelliJ to properly code the software is important to the end result as well as the process of the project. Keeping all files, data structures, and comments properly organized

Project Goal	Priority	Comment/Description/Reference
Functional Goals:		
Creating an executable program	1	For Details see Project Goals [2.1]
Display output correctly	1	For Details see Project Goals [2.1]
Interaction with player correctly	1	For Details see Project Goals [2.1]
Implementing all the official rules	3	For Details see Project Goals [2.1]
Business Goals:		
N/A	N/A	N/A
Technological Goals:		
Use of the program in multiplatforms that have Windows operating system	2	For Details see Project Goals [2.1]
Quality Goals:		
Accurate game pieces to the original Illuminati Game	3	For Details see Project Goals [2.1]
Smooth Game Experience in runtime and Graphics displays	2	For Details see Project Goals [2.1]
Constraints:		
Not being able to finish the project on time.	1	For details see Risk Management [5]

Project not performing correctly	1	For details see Risk Management [5]
Images not displaying correctly	2	For details see Project Goals [2.1]
Possible Health Issues	3	For Details see Risk Management [5]
Pushbacks in assigned Due Dates	3	Possible assigned dates pushed back to allow for more time.

2.2 Project Scope

The project will deliver a functional Illuminati Virtual board game that will work on only on Windows PC. The game will follow rules from the original Illuminati game, display pictures of all the Illuminati cards, special cards and other cards.

2.2.1 Included

This project will include the game file, a user manual, compatibility with multiplatforms that have Windows operating system. A UML, test plan, and flowchart depicting the overall project will also be included. Further details on what is included can be found in section 10 of the Vision Doc.

2.2.2 Excluded

This project will exclude training of end-users, compatibility with smartphones, Apple products, Linux products.

3. Organization

3.1 Organizational Boundaries and Interfaces

This project is going to be developed in a school environment in the course of four months by the team ARK. The external stakeholders that the project is dependent on are Yash Shash and Professor Giacalone, they will grade the project based on completion, documentation and implementation. The grading result will affect Alex Schein, Kathya Marquez and Richard Tortoledo's final grades. No other exterior organization interact with the project.

3.1.3 Resource Owners

There are no resource owners.

3.1.4 Receivers

1. Professor Gialacone
2. Yash Shah

3.1.5 Sub-contractors

There are no Sub-contractors.

3.1.6. Suppliers

There are no suppliers.

3.1.7 Cross Functions

There are no Cross Functions

3.1.8 Other Projects

There are no other Projects

3.2 Project Organization

3.2.1 Project Manager

Role	Organization: Name
Project Manager	Richard Tortoledo
Technical Project Manager	Richard Tortoledo

3.2.2 Project-internal Functions

Function	Organization: Name	Comment
Quality Assurance	Kathya Marquez	
System Test Lead	Kathya Marquez	
Validation Lead	Alex Schein	

Configuration Mgmt	Alex Schein	
Change Mgmt	N/a	

3.2.3 Project Team

Organization: Name	Availability	Comment
Richard Tortoledo	Mon-Fri	
Kathya Marquez	Tue-Thur	Working from remote
Alex Schein	Mon-Fri	

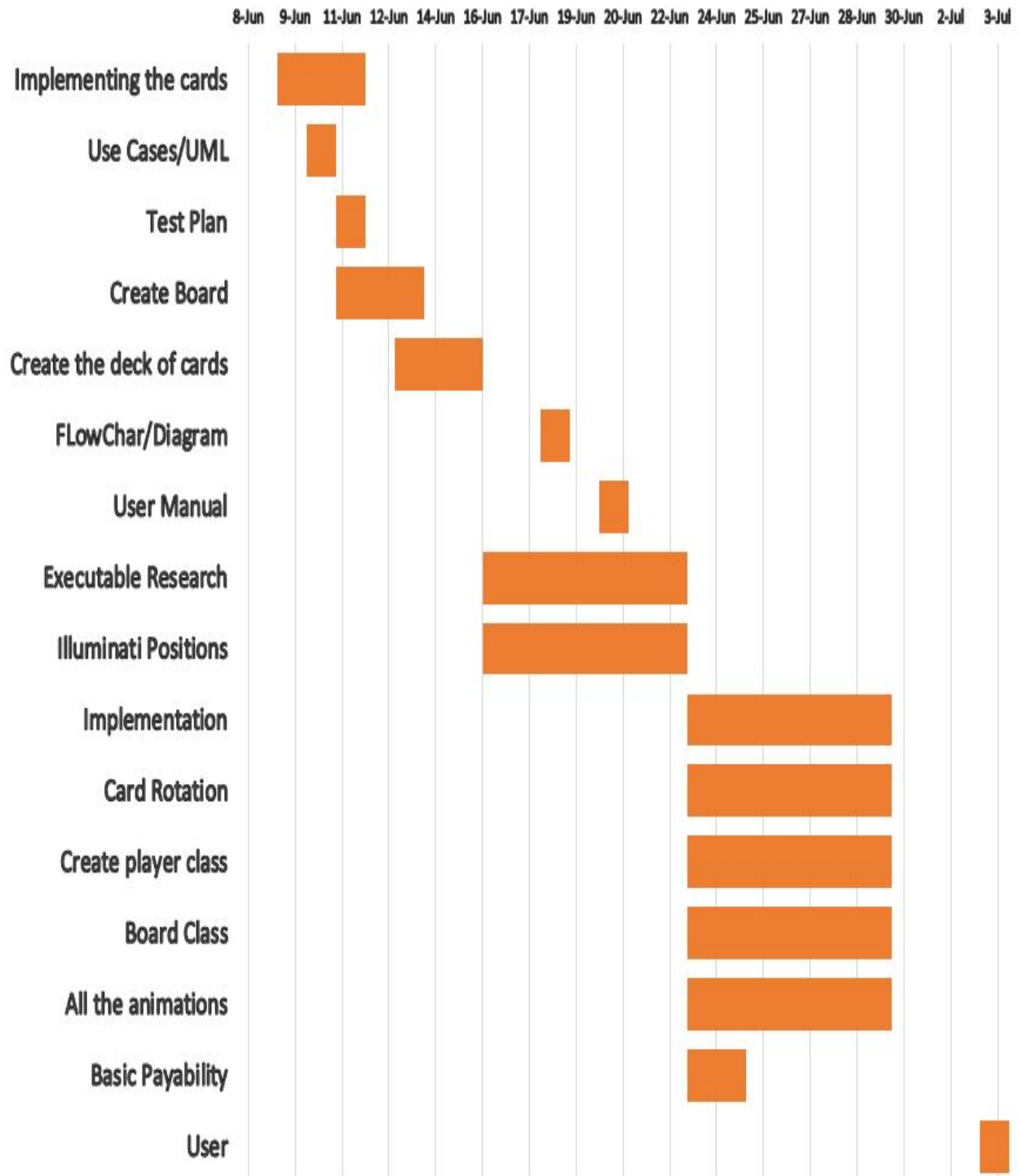
3.2.4 Steering Committee

None

4. Schedule and Budget

4.1 Work Breakdown Structure

The work breakdown of the project is:



	Sunday 6/9	Monday 6/10	Tuesday 6/11	Wednesday 6/12	Thursday 6/13	Friday 6/14	Saturday 6/15
Implementing the cards	ARK	ARK	ARK				
Use Cases/UML			ARK				
Test Plan				ARK			
Create board			ARK	ARK	ARK		
Create the deck of cards					ARK	ARK	ARK

	Sunday 6/16	Monday 6/17	Tuesday 6/18	Wednesday 6/19	Thursday 6/20	Friday 6/21	Saturday 6/22
FlowChar/ Diagram			ARK				
User Manual					ARK		
Research how to make game executable	ARK	ARK	ARK	ARK	ARK	ARK	ARK
Find out how to get positions away from Illuminati	ARK	ARK	ARK	ARK	ARK	ARK	ARK

	Sunday 6/23	Monday 6/24	Tuesday 6/25	Wednesday 6/26	Thursday 6/27	Friday 6/28	Saturday 6/29
Implementation	ARK	ARK	ARK	ARK	ARK	ARK	ARK
Rotation of cards on board	ARK	ARK	ARK	ARK	ARK	ARK	ARK
Create player class	ARK	ARK	ARK	ARK	ARK	ARK	ARK
Board class	ARK	ARK	ARK	ARK	ARK	ARK	ARK
All the animations	ARK	ARK	ARK	ARK	ARK	ARK	ARK

	Sunday 6/30	Monday 7/1	Tuesday 7/2	Wednesday 7/3	Thursday 7/4
Basic Playability				ARK	
User Interface				ARK	
Rules Enforcement				ARK	
Game Testing	ARK	ARK	ARK		

4.2 Schedule and Milestones

Milestones	Descriptions	Milestone Criteria	Planned Date
M0	Start Project	Project assigned	<yyyy-mm-dd>
	Project goals and scope defined Vision Doc	Stakeholders Identified Vision Doc reviewed Roles have been assigned	2019-29-05
M1	Start Planning		<yyyy-mm-dd>
	Design how to implement game	Create game with any tools that will help	2019-29-5
M2	Start Execution		<yyyy-mm-dd>
	Implement code	Requirements agreed Vision doc reviewed Project plan reviewed	2019-6-24
M3	Confirm Execution		<yyyy-mm-dd>
	Version 1	Architecture reviewed and stable	2019-06-25
M4	Start Introduction		<yyyy-mm-dd>
	Game testing Passed	Coding of game finished Draft documentation	2019-06-29
M5	Release Product		<yyyy-mm-dd>
		Product tested Documentation reviewed	2019-07-01
M6	Close Project		<2019-07-01>

4.3 Budget

None

4.4 Development Process

Our team will be implementing an agile methodology. We will be in close contact with the stakeholders and we will implement changes upon request. Our communication with the client is considered first rather than fulfilling the contract. We considered this method since we are considering responses to change in this fast semester. We will plan, design, code by refactoring, and finally test our code in a cycle until the client is satisfied with our product and prepare for release.

4.5 Development Environment

Item	Applied for	Availability by
Methods		
Use Case	Requirement Capturing	
UML	Design	
TestPlan	Design	
FlowChart/Diagram	Design	
Tools		
IntelliJ	Design	
GitHUb	Design	
Languages		
Java	Implementation	

4.6 Measurements Program

None specified.

5. Risk Management

Software project issues include and are not exclusive to:

- laptop breaks, screen/monitor issues, internet failures
- communication issues(misinterpretation, broken phones, robberies, telephone lines down, email communication issue)
- error in code
- complications in meeting face to face, transportation issues

- common cold, the flu, depression, anxiety, drowning, sleep deprivation
- Missing target deadlines for various reasons

In the case that any of these risks or others not listed that may impact the project occur, it is important team ARK reflects on the issues and assesses the best course of action to respond.

6. Sub-contract Management

There are no other affiliations in this Project. Team ARK and the stakeholders (professors) are the sole parties involved in the development and release of this digital representation of Illuminati.

7. Communication and Reporting

Type of Communication	Method/Tool	Frequency/Schedule	Information	Participants/Responsibles
Internal Communication:				
Project Meetings	Face-to-face Teleconference	Tue-Wed-Thu Weekends	Project status, problems, risk, changes.	Project Mgr Project Team
Sharing of Project Data	Face-to-face	When available	All project documentation and reports.	Project Mgr Project Team
Milestone Meetings	face-to-face	Before each milestone	Project Progress	Project Mgr Project team
Final Project Meeting	face-to-face	M6	Wrap-up Final review	Project Mgr Project Team
External Communication and Reporting:				
Project Report	face-to-face	When available	Documentation Project status -progress -risk	Project Mgr Project Team Professor Giacalone Yash Shah

8. Delivery Plan

8.1 Deliverables and Receivers

Ident.	Deliverable	Planned Date	Receiver
D1	Project Plan	06/07/2019	Professor Giacalone
D2	Use Cases/UML	06/11/ 2019	Professor Giacalone
D3	Test Plan	06/13/2019	Professor Giacalone
D4	Flow Chart/ Diagram	06/18/2019	Professor Giacalone
D5	User Manual	06/20/2019	Professor Giacalone
D6	Basic Playability	07/03/2019	Professor Giacalone
D7	User Interface	07/03/2019	Professor Giacalone
D8	Rules Enforcement	07/03/2019	Professor Giacalone

9. Quality Assurance

Refer to Test Plan for quality assurance.

10. Configuration and Change Management

The Game will be implemented in JAVA via IntelliJ IDE for all windows OS. The game will not be configured for any other operating systems or presented in any format than the intended digital release.

11. Security Aspects

All in progress files are shared privately via GitHub. Anyone in team ARK is able to access the GitHub files. IntelliJ is setup to directly access the files of the group. GitHub's security to privatize files is being used. It is in agreement that the files only be accessed via IntelliJ and GitHub and all modifications are trusted to be done by the members of the team. No sharing ARK's files and work will be tolerated with other groups in CECS 343 Summer Section. In the case of files of software or plans being compromised, the following procedures will occur:

- 1) All stakeholders will be immediately notified.

- 2) An in person meeting will be conducted consisting of the very LEAST, members of ARK.
- 3) Consequences and actions to follow will then be decided in person.

12. Abbreviations and Definitions

1. Board game: any game played on a board, especially one that involves the movement of pieces on the board.
2. Digital game: an adaption of a traditional game system, with rules, player representation and environment managed through electronic means.
3. Video game: a game played by electronically manipulating images produced by a computer program on a television screen or other display screen.

13. References

1. Template Project Plan
2. Project Plan Example
3. Diable_Pitch

14. Revision

Rev. ind.	Page (P) Chapt. (C)	Description	Date Dept./Init.
<1.0>		Original version	6/6/2019
<1.1>		Changes on 2.2.1, 4.1 and part 1.	6/7/2019