

Project Plan for ***Compete***

Team 5

Version 1.0

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Document History and Distribution

1. Revision History

Revision #	Revision Date	Description of Change	Author
1.0	09/13/2020	Initial Document	Omar Pervez Khan

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1. Overview

In 2019, the gaming industry was worth \$148.8B. This is expected to increase to \$160B by the end of 2020. Upon further inspection, the global gaming market is projecting a 12% CAGR (Compound Annual Growth Rate) between 2020 – 2025. Developing an application for a steadily growing market will prove to be beneficial. This project is for developing “compete”, a mobile application for the gaming community.

Compete, will be available on both Android & IOS. The app is centered around the gaming community. The main objective is to provide a unique platform where gamers can expand their communities, organize tournaments, and share content with each other. Thus, creating a hub for the gaming community to come back to whenever they think of anything associated with gaming.

2. Goals and Scope

2.1 Project Goals

The goal of this project is to build and successfully deploy a one-stop collaborative mobile-based application for the gaming community within a span of 12 months and provide users the ability to manage communities, tournaments, user and team profiles, leaderboards and share media content with each other. The platform shall adhere to the regulations of each respective mobile platform.

2.2 Project Scope

2.2.1 Included

The application will contain different types of accounts, regular users and administrators. It will provide users with the ability to create, manage, join and search for tournaments as well as communities. Users will also be able to share multimedia content, manage their profiles and view leaderboards for different tournaments. Administrator accounts will be included to manage the entire system.

2.2.2 Excluded

The platform will not include:

- Games to be played but only functionalities such as the creation of tournaments and communities related to these games are included
- Compatibility with Harmony OS
- Compatibility with Windows Phone OS
- Recording of tournaments to be saved

2.3 Assumptions

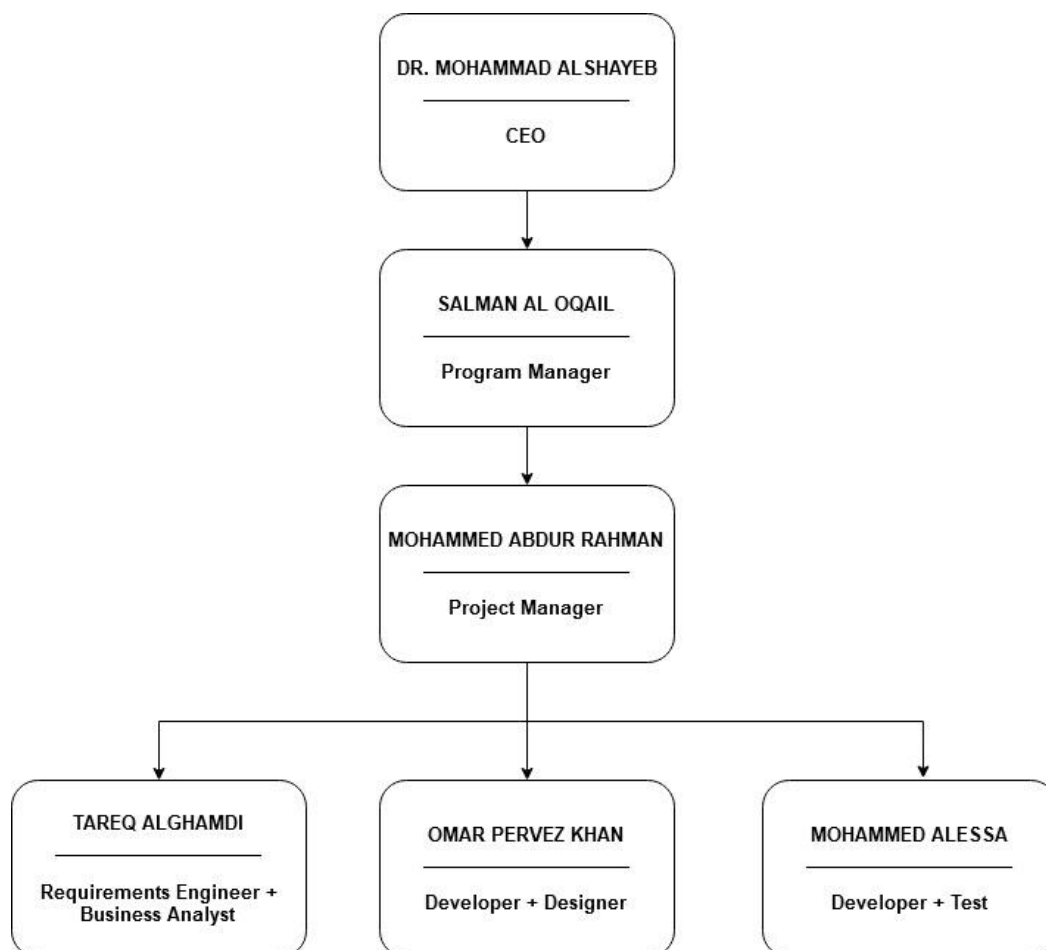
- Multiple programs will have access to the application to allow content sharing.
- Funding for licenses will be provided by the respective departments as per requirement.
- Project stakeholders and team members will always be available for meetings.
- Estimated expenditure throughout the project will remain the same as what was initially projected.

2.4 References

Title	Report Number	Date	Publishing Organization
Software Project Management Plan Outline	Std 1058-1998	31st August, 1998	Institute of Electrical and Electronics Engineers (IEEE)

3. Project Organization

3.1 Project Organizational Structure



3.1.1 Project Team

Team member	Role	Involvement duration	Comment
Dr. Alshayeb	CEO	12 months	
Mohammed Alessa	Developer + Tester	12 months	
Salman Aloqail	Program manager	12 months	
Mohammed Abdur Rahman	Project Manager	12 months	
Omar Pervez Khan	Developer + Designer	12 months	
Tareg Alghamdi	Requirements Engineer + Business Analyst	12 months	