Project Plan
for
Illuminati: Remastered

Distribution: Minh Truong, Jimmy Tran, Riley Haldeman

Appendices:

Contents

1. Overview

The motivation for this project is to recreate a well-known board game, “Illuminati”, in a digitized and modern version. We want users and players to have a new interface to play the game with and have a chance to play it in a new, revamped way. The customer of our product may be someone who used to play the original version of “Illuminati”, and wants to try out a new interface to the game. Another customer may just be another gamer or person interested in games that is interested in a newly created game and wants to give it a try. The project will deliver a redesigned board game, in hopes to attract previous players of the board game “Illuminati”, as well as spark interest in other people, gamers, or board game connoisseurs. The cost of creating this new revamped game will be the cost of no monetary value. The project will take approximately three months to complete. The organization that is involved is going to be primarily CSULB faculty, specifically Professor Anthony Giaclone, who is going to be overviewing and guiding the project.

2. Goals and Scope

2.1 Project Goals

Our project goal is to have a functioning digital adaptation of a well known board game “Illuminati” with 2-Dimensional graphics and to be played between 4 and 6 players. We want our project to be usable on one computer at a time and to serve as a complete digital substitution with no alteration to gameplay.

Project Goals	**Priority**	**Description/Comment/Reference**
Functional Goals:	**2**	
- #1		**Having a friendly and good looking interface with GUI like pop-ups that will help the user while playing our game.**
- #2		**Having correct rules implemented and simple layout.**
- #3		**Having the basic graphics of all necessary objects in game.**

Strategic Goals	**3**	
- #1		**Our strategy is to have a game that can be played from anywhere and anytime. Also having modern graphics, so newer generation are more likely to find it attractive.**
Business Goals	**3**	
- Cost for game		**Our business goal is to have our game be free but on a popular platform like Steam, Origins, or Blizzard.**
- Cost to product		**There should be no cost since we are using open source software.**
- Time-to-market		**We will try to publish our game as soon as it has all the basic game rules and functions like graphics and rules implemented.**
Technological Goals	**3**	
- #1		**We will be using Unity game engine and C# to create our game. Everything we need in terms of technology should be in Unity.**
- #2		**Game will be available on PCs running modern legal OS.**
Quality Goals	**2**	
- #1		**Clean code that can be reuse in future programs.**
- #2		**Have at least a resolution of 1080p**
- #3		**Have helpful tips throughout the game.**
Organizational Goals	**1**	

- #1		**Having all our documents neatly saved in a spot where we can find easy.**
- #2		**When coding, have clean functions and comments.**
- #3		**Having our github layout simple and neat.**
- #4		**When in-game, objects(buttons, cards, currency) will be easy to use and easy to spot.**

2.2 Project Scope

Our Illuminati game will provide an easy-to-use digital interface to play a classic board game that will be used on one desktop. The game will only support multiplayer gameplay between several human players. The player count will be between 4 and 6, as the gameplay changes for too few or too many players are not going to be featured in this product, putting a limitation on player count variation. This game will not feature multiple devices and will be contained on one computer throughout the entirety of the game.

2.2.1 Included

This project will include sound events, graphics, opening/closing game, saving game, pausing game, animation, might have some inappropriate language and image. The game will also include some updated game piece cosmetics to match with current pop culture including references to Adult Swim's 2013 series "Rick and Morty".

2.2.2 Excluded

This project will exclude input devices, physical products, report button, multiplayer support, lan support, in-game chat, in-game support, and mobile/tablet support. The project will also exclude computer/AI opponents.

3. Organization

3.1 Organizational Boundaries and Interfaces

The project will be embedded in Unity3d software as well as the cohesive unity of the three brilliant developers in charge of carrying out this project. The project is dependent on not only the ever changing market and consumer needs but also the grace and advice of our project manager Professor Giacalone. Prof. Giacalone will guide and possess most of the power over the project in an administrative sense. He is the parent organization. He will also approve decisions made about customer organization and subcontractors however we will not be in need of them for this project.

3.1.3 Resource Owners

Resource Owners are defined in the Resource Plan.

3.1.4 Receivers

Receivers are defined in the Delivery Plan.

3.1.5 Sub-contractors

N/A. There are no sub-contractors

3.1.6 Suppliers

The project will be run and composed of files supplied from our project manager, Professor Anthony Giacalone, to be used as graphical representation of some of our game pieces. We will also be including some free to use software supplied by The Eclipse Foundation and Unity Technologies. Our suppliers had no charge as long as we agreed to their terms of service.

3.1.7 Cross Functions

Function	Dept.: Contact	Responsibility/Comment
Quality	Jimmy Tran	Ensure that product is up to date.
Training	Minh Truong	Make sure that members know how to use their tools correctly.
Technology	Riley Haldeman	Fix and find solution to any technology problems.
Supply Mgmt	Jimmy Tran	Supply team with useful products.

3.1.8 Other Projects

N/A. There's currently no ongoing projects. There will be no dependencies.

3.2 Project Organization

The project will be broken up into several sub projects and those subprojects will be divided into simpler completable tasks.

- Subprojects will include:
    - Graphical Interface/Game piece updating
    - Gameplay
        - Turn Rotation
        - Options Menu within turns
        - Game Piece Connectivity
    - Game Piece/Megabucks object attributes

3.2.1 Project Manager

Role	**Organization: Name**
Project Manager	Anthony Giacalone
Researcher	Jimmy Tran
Software Architect	Minh Truong
Graphics Designer	Riley Haldeman

3.2.2 Project-internal Functions

Function	**Organization: Name**	**Comment**
Quality Assurance	Minh Truong	Keeping everything neat and organized.
System Test Lead	Jimmy Tran	Test if there's any bug or crashes.
Validation Lead	Riley Haldeman	Confirm that the part actually works and is useful for this project.
Configuration Mgmt	Minh Truong	Maintain consistency of progress.
Change Mgmt	Riley Haldeman	Changes are confirm

3.2.3 Project Team

Organization: Name	Availability	Comment
Jimmy Tran	MW 1pm-3pm; TTH 1pm-5pm	Will do as much work as possible in free time.
Minh Truong	MTTH 9pm-12pm; W 1-3PM	Will do as much work as possible in free time.
Riley Haldeman	MW 7pm-9pm; TTH 1pm-3pm	Will do as much work as possible in free time.
Anthony Giacalone	Office Hours/Class Time	Overseer

3.2.4 Steering Committee

The Steering Committee (SteCo) will be comprised of Riley Haldeman and Jimmy Tran. It will be their responsibility to ensure resources are allocated properly at different stages of the project.

4. Schedule and Budget

4.1 Work Breakdown Structure

The Work Breakdown Structure (WBS) is documented in [1].

4.2 Schedule and Milestones

Milestones	Description	Milestone Criteria	Finish Date
M0	Starting Project		
	Project goals and scope	Project plan and Vision document are finished. Budget Release and getting software ready	2020-02-25
M1	Start Planning		
	Have the basic foundation down to start the game and learn each software we are going to use.	Get basic graphics design and basic coding that will help run the game.	2020-03-8

M2	Start Execution		
	Start making the game.	Implementation of code and graphics.	2020-04-13
M3	Confirm Execution		
	Have the game working with all main functions.	Architecture review and test game for stability. Some touch ups for the game and some user friendly interface.	2020-04-20
M4	Start Introduction		
	Finishing touch and more system testing.	Have user friendly interface and more game testing for stability and crashes.	2020-04-25
M5	Release Product		2020-04-27
	Upload game to Online servers.	Contact Online servers and upload.	
M6	Close Project		2020-04-30

4.3 Budget

Budget For Period in US Dollars.

Category	**M0-M1**	**M1-M2**	**M2-M3**	**M3-M4**	**M4-M5**	**M5-M6**
Human Resources (internal)	4000	4000	5000	4000	4000	4000
Human Resources (external)	0	0	0	200	200	0
Purchase(COTS)	0	100	500	200	100	0
Equipment	500	0	200	0	0	0
Premises	0	0	0	0	0	0

Tools	200	0	0	0	0	0
Travel Costs	0	0	0	0	0	0
Training	0	0	0	0	0	0
Review Activities	0	0	0	100	0	0
Other	0	0	0	0	0	0
Total	4700	4100	5700	4500	4300	4000
Total Cumulated	4700	8800	14500	19000	23300	27300

4.4 Development Process

From personal experience and what sounds most reliable. This is how I usually plan out a project. At the beginning of any project, planning out some simple goals on paper like what are some challenging parts that will take more time than others or plan out what is our end plan like what is our product going to really do at the end. Therefore we started with some vision and project planning. After we got into some basic foundation and learned some basic tools. We need to know how to use our tools well to produce our product in an efficient way. That's why learning our tools and preparing the basics goes next. Lastly, we can finally start coding and start grinding out the code.

4.5 Development Environment

Item	**Applied for**	**Availability by**
Tools		
Unity	Software	M1
Visual Studio	Software	M1
Languages		
UML	Design	M1
C#	Coding	M2
Unity	Graphics	M2

4.6 Measurements Program

Type of data	**Purpose**	**Responsible**

# of defects found before M4	Find defects that could ruin the game.	Q-Responsible
Performance data	No latency problems and optimize the game.	Test lead

5. Risk Management

Risks are to reported if and when they are identified. The Project manager will be notified and will delegate to project workers to mitigate the risk.

6. Sub-contract Management

N/A. No work is out-sourced. All of our work will be done within the team.

7. Communication and Reporting

Type of Communication	**Method/Tool**	**Frequency / Schedule**	**Information**	**Participants/ Responsibles**
Project Meetings	Conference	Once or twice a week	Project status, problems, risks, and changed requirements	Project Mgr. Project Team
Share Data	Online or in person	When needed	Documents, reports, and problems	Project Mgr. Project Team Members
Milestone Meetings	Conference	Once a week	See our progress	Project Mgr. Project Team
Final Project Meeting	Conference	M6	Wrap-up, experiences, and clean up.	Project Mgr. Project Team

8. Delivery Plan

8.1 Deliverables and Receivers

Ident.	Deliverable	Planned Date	Receiver
D1	Vision Document	2/14/20	A. Giacalone
D2	Project Plan	2/25/20	A. Giacalone
D3	Use Cases	TBD	A. Giacalone
D4	Program Flow Chart	TBD	A. Giacalone
D5	Test Plan	TBD	A. Giacalone
D6	User Manual	TBD	A. Giacalone

9. Quality Assurance

1. First we test the quality of the project program's design, planning, and execution
2. Next we test the organization of the project program
3. Next test the software quality of the project program and make sure everything is running smoothly and all milestones are met.
4. Prevent any defects and continue to test our project's program to debug the project's program

10. Configuration and Change Management

1. Create a new a plan that contains the wanted change
2. See what the change would affect the overall project
3. Wait for approval of the change
4. Make sure plan is good to go and has been authorized and approved by project manager
5. Implement the change

6. Complete the update with the change and resume regular project plan with new change.

11. Security Aspects

While we are in the process of completing the project, the only members that have access to any information or files that are created and made are Riley Haldeman, Minh Truong, Jimmy Tran, and Anthony Giacalone. The most recently updated project files are kept in a GitHub repository and are easily accessible for group members, ensuring that the confidentiality, integrity, and availability of the project is upheld. We ensure that there is no plagiarism and that the information used will be either cited or of original content.

12. Abbreviations and Definitions

Abbreviations	**Definitions**
Mgr.	Manager
OS	Operating System
N/A	Not available
TBD	To be Determined
M1...M6	Milestone1….Milestone6
M, T, W, TH, F, Sat, Sun	Monday, Tuesday, Wednesday, Thursday, Saturday, Sunday
Mgmt	Management

13. References

1. Work Breakdown Structure in the Documentation folder.
2. Vohra, Deepak. “Java EE Development with Eclipse.”

3. Frappat, Maxime, and Jonathan Antoine. “Unity3D: Developer in C# Applications 2D/3D Multiple Plateformes (IOS, Android, Windows...).”
4. *Rick and Morty*. Comedy Central. Viacom. 2 Dec. 2013. Television.

14. Revision

Rev. ind.	Page(P) Chapt.(C)	Description	Date Dept./Init.
1	All	First version	2020-Feb-28