1. team structure

Ryan - API developer

Marco - Marketing and Game assets, Testing

Matt - Website and development support, Audio

Zara - Game developer

1. Schedule / Work Breakdown

|  |  |  |  |
| --- | --- | --- | --- |
| **Section** | **Task** | **Assigned** | **Date** |
| API | desktop -> synced peer list | Ryan | Oct 17, 2014 |
| API | websocket -> local kinect data | Ryan | Oct 17, 2014 |
| API | Javascript -> local Kinect data | Ryan | Oct 17, 2014 |
| API | desktop -> remote kinect data | Ryan | Oct 24, 2014 |
| API | websocket -> remote kinect data | Ryan | Oct 24, 2014 |
| API | Javascript -> remote kinect data | Ryan | Oct 24, 2014 |
| API | desktop -> user data | Ryan | Oct 31, 2014 |
| API | websocket -> userdata | Ryan | Oct 31, 2014 |
| API | Javascript -> user data | Ryan | Oct 31, 2014 |
| API | desktop -> game session info | Ryan | Nov 7, 2014 |
| API | websocket -> game session info | Ryan | Nov 7, 2014 |
| API | Javascript -> game session info | Ryan | Nov 7, 2014 |
| API | desktop -> peer game sessions | Ryan | Nov 14, 2014 |
| API | desktop -> session / peer matching | Ryan | Nov 14, 2014 |
| API | debug and testing feedback | Ryan | Nov 30, 2014 |
| Game | Create Concept | Marco, Zara | Oct 15, 2014 |
| Game | Design visuals | Marco | Oct 24, 2014 |
| Game | Create Assets | Marco | Oct 31, 2014 |
| Game | Create Base Environment | Zara | Oct 24, 2014 |
| Game | Implement flocking system | Zara | Oct 31, 2014 |
| Game | Colour assignment | Zara | Nov 7, 2014 |
| Game | Initial mouse interaction | Zara | Nov 7, 2014 |
| Game | Local Kinect Interaction | Zara | Nov 14, 2014 |
| Game | Implement scoring system | Zara | Nov 21, 2014 |
| Game | Implement win/lose | Zara | Nov 21, 2014 |
| Game | Interface | Zara | Nov 21, 2014 |
| Game | Remote Kinect Interaction | Zara | Nov 27, 2014 |
| Marketing | Create Poster, info cards | Marco | Oct 31, 2014 |
| Marketing | Contact lower IMD Students | Marco | Nov 19, 2014 |
| Marketing | Website - Concept | Matt, Marco | Oct 15, 2014 |
| Marketing | Website - Final | Matt | Dec 20, 2104 |
| Marketing | Video | Matt | Dec 20, 2014 |
| Marketing | Stickers | Marco | Oct 31, 2014 |
| Marketing | Contact BIT school about demo day | Marco | Nov 19, 2014 |
| Marketing | Secure equipment for demo day | Marco | Nov 26, 2014 |
| Marketing | Atrium - public demo | All | Dec 8, 2014 |
| Testing | Find subject(s) to use API | Marco | Nov 19, 2014 |
| Testing | Create user testing form evaluation | All | Nov 26, 2014 |
| Testing | Support subjects during development | Marco | N/A |

1. File repository system

The team will be using the GitHub file repository system using assembla as the server service. This was chosen as the team is already familiar with this system and is easy to set up and get working very fast.

1. Marketing

See separate marketing plan doc.

1. Testing Procedures

We will be recruiting students to try out our API by building a simple test app/game. The team will support them throughout their experience and record any issues or questions that they may have. Also, they will be asked to fill out a small questionnaire at the end related to their experience and feedback.