



جامعة الأمير سلطان بن عبدالعزيز
PRINCE SATTAM BIN ABDULAZIZ UNIVERSITY

FantasyQuest

Prince Sattam bin Abdulaziz University

College of Computer Engineering and Sciences

Information Systems department

IS3641 | Project Management

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Supervisor: Dr. Khawlah Almazyad

Project Charter

Project Title:	FantasyQuest VR	Project Manager:	--			
Project start date	11-11-2023	Project sponsor	Dr.khawlah			
Project end date	--					
Project Description:						
FantasyQuest VR is a groundbreaking project aiming to create an unparalleled virtual reality gaming experience. The game will transport players to a rich and visually stunning fantasy world, offering a combination of innovative gameplay, high-quality graphics, and immersive storytelling.						
Project Scope:	Deliverables:					
1. Conceptualization and design of the game environment, characters, and storyline. 2. Development of the game software, including coding, graphics, and sound integration. 3. Testing for VR compatibility, functionality, and user experience. 4. Marketing and promotion of the game to ensure a successful launch.	1. Fully developed and tested FantasyQuest VR game. 2. Marketing materials, including promotional content and social media campaigns. 3. Documentation on game design, development, and testing processes.					
Risks:	Budget:					
1. Technical Risks: Potential VR compatibility issues. Coding errors impacting gameplay. Scope Creep: <ul style="list-style-type: none"> ◦ Additional feature requests during development. 2. Resource Constraints: <ul style="list-style-type: none"> ◦ Unavailability of skilled developers or hardware issues. 3. Market Competition: <ul style="list-style-type: none"> ◦ Unexpected competitive releases impacting game sales. 	Total Budget: 200,000 SR					
Milestone:						
1. Conceptualization and Design Approval 2. Completion of Game Development 3. VR Compatibility Testing Completion 4. Marketing Materials Finalization 5. Beta Testing and Feedback Collection 6. Game Launch						

Roles and Responsibilities

Roles and Responsibilities		
Name	Roles	contact information
Shrouq Mohammed	Project Manager	sh.mohammed@FantasyQuest.com
Sama AlOthman	Graphic Designers	s.alothaman@FantasyQuest.com
Layan Al-Amri	Game Developers	l.alamry@FantasyQuest.com

Project management life cycle:

Defining:

FantasyQuest VR aims to create an immersive virtual reality gaming experience within a reduced budget. The project focuses on delivering an engaging game set in a fantasy world, emphasizing core features and gameplay.

Planning:

- Develop a streamlined work plan that prioritizes essential features while aligning with the fantasy theme.
- Revise the budget to \$200,000, allocating funds judiciously for core development, minimal marketing, and efficient testing.
- Identify potential risks and uncertainties associated with the revised budget:
 1. Limited resources for extensive marketing.
 2. Potential trade-offs in certain features due to budget constraints.
 3. Vigilance on managing time constraints effectively.

Executing:

- Project Manager and team members collaborate closely to optimize development processes.
- Prioritize tasks such as core coding, fundamental graphics development, and streamlined VR compatibility testing.
- Emphasize efficiency in creating the virtual environment and characters, focusing on essential elements for an immersive gaming experience.
- Regular collaboration to ensure optimal use of resources without compromising the core gaming concept.

Monitoring and Controlling:

- Implement rigorous app maintenance and quality control measures to ensure the highest quality within the reduced budget.
- Supervisors maintain strict adherence to the revised project management life cycle.
- Continuous monitoring of:
 - VR compatibility and performance.
 - User feedback and experience.
 - Adherence to the revised project timelines and milestones.

Closure:

- Obtain opinions and approvals from managers and stakeholders regarding the revised budget and prioritized features.
- Evaluate the project, ensuring that the essential fantasy-themed requirements are met within the budget constraints.
- Close all contracts and project-related obligations with a focus on efficiency.
- Launch FantasyQuest VR, delivering a captivating and immersive gaming experience while respecting the revised budget.

Project Priorities:

	Time	Cost	Performance
CONSTRAINTS			
ENHANCE			
ACCEPT			

WBS:

1. Project FantasyQuest VR

1.1. Project Management

1.1.1. Develop Project Charter

1.1.2. Identify Stakeholders

1.1.3. Develop Work Plan

1.1.4. Set Project Budget

1.1.5. Identify Project Risks

1.2. Concept and Design

1.2.1. Develop Game Concept

1.2.2. Design Virtual Environment

1.3. Development

1.3.1. Code Game Mechanics

1.3.2. Graphics Development

1.3.3. VR Compatibility Testing

1.4. Lawyer Integration

1.4.1. Lawyer Onboarding

1.4.2. User Interface and Experience

1.4.3. Feedback Collection and Analysis

1.4.4. Link Lawyers to Clients

1.5. Marketing

1.5.1. Marketing Strategy Development

1.6. Testing and Quality Assurance

1.6.1. App Maintenance and Quality Control

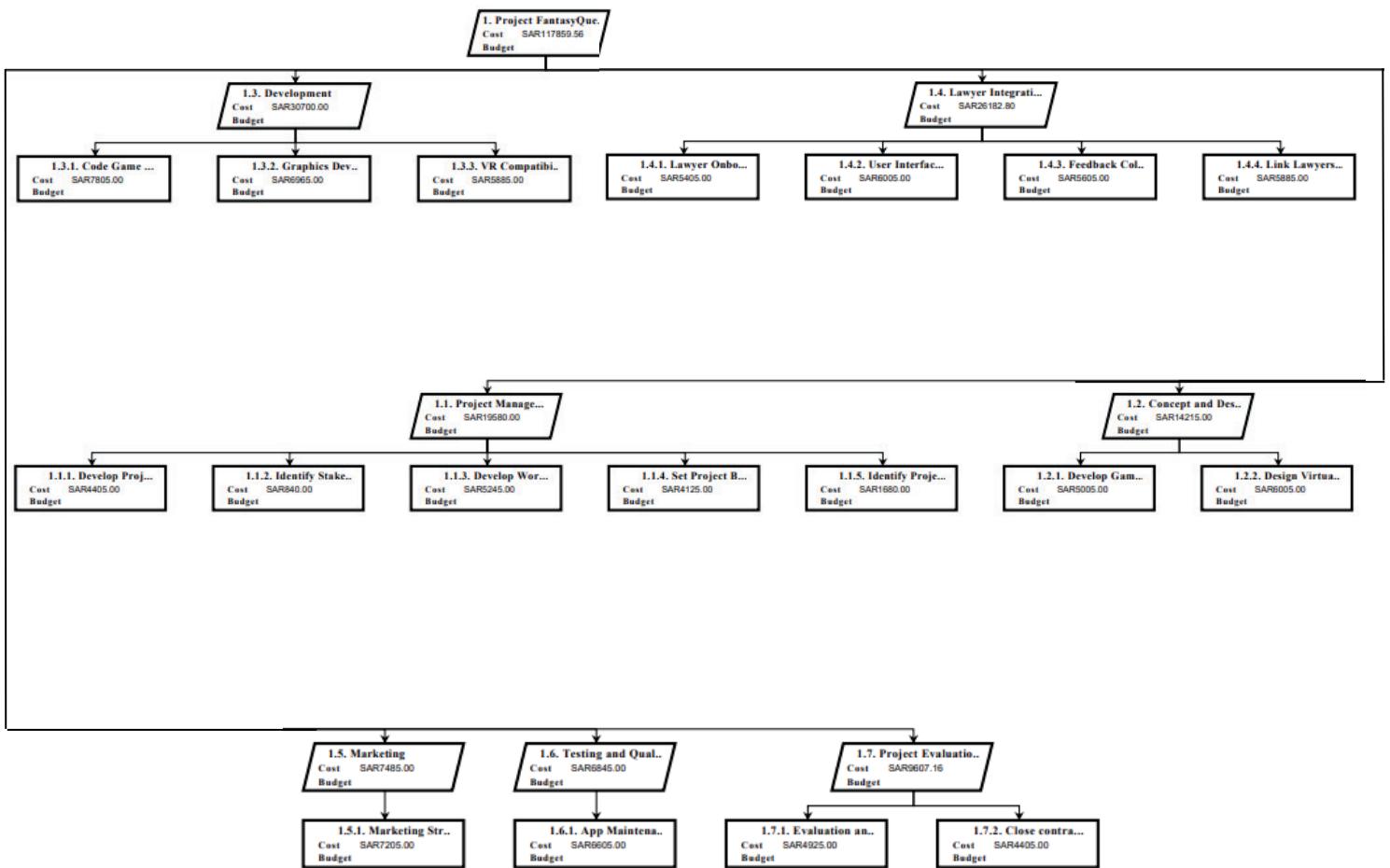
1.7. Project Evaluation and Closure

1.7.1. Evaluation and Approvals

1.7.2. Close Contracts and Obligations

1.7.3. Launch FantasyQuest VR

WBS:



WBS integrate with Organization:

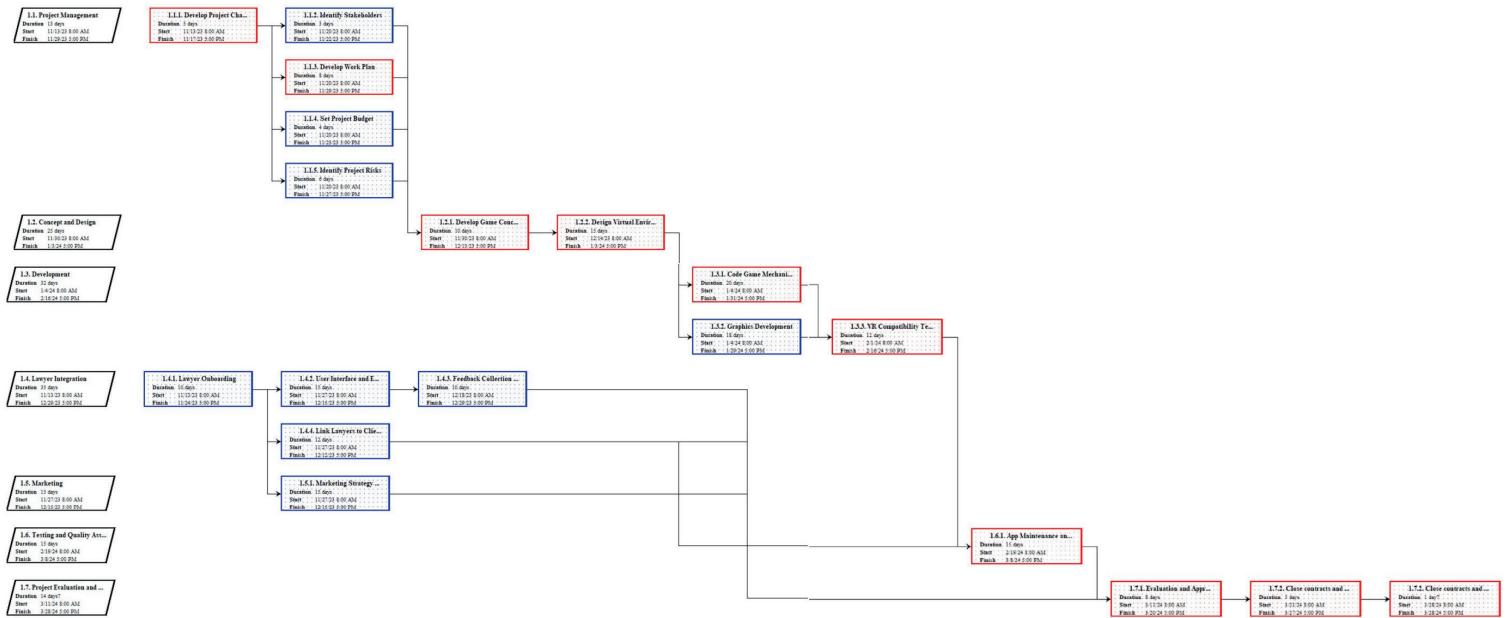
Who Does What

Resource ID		Resource						
1	Shrouq	Task ID	Task	Work	Assignment Units	Assignment	Start	Finish
4	1.1.2. Identify Stakeholders	24 hours		100%	0 days	11/20/23 8:00 AM	11/22/23 5:00 PM	
5	1.1.3. Develop Work Plan	64 hours		100%	0 days	11/20/23 8:00 AM	11/29/23 5:00 PM	
18	1.4.3. Feedback Collection	40 hours		100%	0 days	12/18/23 8:00 AM	12/22/23 5:00 PM	
20	1.5. Marketing	8 hours		100%	0 days	11/27/23 8:00 AM	11/27/23 5:00 PM	
21	1.5.1. Marketing Strategy	120 hours		100%	0 days	11/27/23 8:00 AM	12/15/23 5:00 PM	
7	1.1.5. Identify Project Risks	48 hours		100%	0 days	11/20/23 8:00 AM	11/27/23 5:00 PM	
24	1.7. Project Evaluation and	7.467 hours		100%	0 days	3/11/24 8:00 AM	3/11/24 4:28 PM	
2	1.1. Project Management	8 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 5:00 PM	
3	1.1.1. Develop Project	40 hours		100%	0 days	11/13/23 8:00 AM	11/17/23 5:00 PM	
25	1.7.1. Evaluation and	16 hours		100%	0 days	3/11/24 8:00 AM	3/12/24 5:00 PM	
1	1. Project FantasyQuest VR	0.001 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 8:00 AM	
15	1.4. Lawyer Integration	7.778 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 4:46 PM	
26	1.7.2. Close contracts and	40 hours		100%	0 days	3/21/24 8:00 AM	3/27/24 5:00 PM	
6	1.1.4. Set Project Budget	32 hours		100%	0 days	11/20/23 8:00 AM	11/23/23 5:00 PM	
						455.245 hours		
2	Sama	Task ID	Task	Work	Assignment Units	Assignment	Start	Finish
17	1.4.2. User Interface and	120 hours		100%	0 days	11/27/23 8:00 AM	12/15/23 5:00 PM	
15	1.4. Lawyer Integration	0.216 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 8:12 AM	
25	1.7.1. Evaluation and	16 hours		100%	0 days	3/11/24 8:00 AM	3/12/24 5:00 PM	
13	1.3.2. Graphics Development	72 hours		100%	0 days	1/4/24 8:00 AM	1/16/24 5:00 PM	
11	1.3. Development	128 hours		100%	0 days	1/4/24 8:00 AM	1/25/24 5:00 PM	
1	1. Project FantasyQuest VR	0.079 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 8:04 AM	
10	1.2.2. Design Virtual	120 hours		100%	0 days	12/14/23 8:00 AM	1/3/24 5:00 PM	
8	1.2. Concept and Design	8 hours		100%	0 days	11/30/23 8:00 AM	11/30/23 5:00 PM	
9	1.2.1. Develop Game	80 hours		100%	0 days	11/30/23 8:00 AM	12/13/23 5:00 PM	
24	1.7. Project Evaluation and	0.036 hours		100%	0 days	3/11/24 8:00 AM	3/11/24 8:02 AM	
						544.331 hours		
3	Layan	Task ID	Task	Work	Assignment Units	Assignment	Start	Finish
25	1.7.1. Evaluation and	32 hours		100%	0 days	3/11/24 8:00 AM	3/14/24 5:00 PM	
24	1.7. Project Evaluation and	0.498 hours		100%	0 days	3/11/24 8:00 AM	3/11/24 8:29 AM	
13	1.3.2. Graphics Development	72 hours		100%	0 days	1/4/24 8:00 AM	1/16/24 5:00 PM	
15	1.4. Lawyer Integration	0.006 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 8:00 AM	
16	1.4.1. Lawyer Onboarding	80 hours		100%	0 days	11/13/23 8:00 AM	11/24/23 5:00 PM	
18	1.4.3. Feedback Collection	40 hours		100%	0 days	12/18/23 8:00 AM	12/22/23 5:00 PM	
11	1.3. Development	128 hours		100%	0 days	1/4/24 8:00 AM	1/25/24 5:00 PM	
12	1.3.1. Code Game Mechanics	160 hours		100%	0 days	1/4/24 8:00 AM	1/31/24 5:00 PM	
23	1.6.1. App Maintenance and	120 hours		100%	0 days	2/19/24 8:00 AM	3/8/24 5:00 PM	
22	1.6. Testing and Quality	8 hours		100%	0 days	2/19/24 8:00 AM	2/19/24 5:00 PM	
14	1.3.3. VR Compatibility	96 hours		100%	0 days	2/1/24 8:00 AM	2/16/24 5:00 PM	
1	1. Project FantasyQuest VR	7.92 hours		100%	0 days	11/13/23 8:00 AM	11/13/23 4:55 PM	
19	1.4.4. Link Lawyers to Clients	96 hours		100%	0 days	11/27/23 8:00 AM	12/12/23 5:00 PM	
						840.424 hours		
4	Computer	Task ID	Task	Work	Assignment Units	Assignment	Start	Finish
6	1.1.4. Set Project Budget	1		100%	0 days	11/20/23 8:00 AM	11/23/23 5:00 PM	
12	1.3.1. Code Game Mechanics	1		100%	0 days	1/4/24 8:00 AM	1/31/24 5:00 PM	
10	1.2.2. Design Virtual	1		100%	0 days	12/14/23 8:00 AM	1/3/24 5:00 PM	
15	1.4. Lawyer Integration	1		100%	0 days	11/13/23 8:00 AM	12/29/23 5:00 PM	
19	1.4.4. Link Lawyers to Clients	1		100%	0 days	11/27/23 8:00 AM	12/12/23 5:00 PM	
9	1.2.1. Develop Game	1		100%	0 days	11/30/23 8:00 AM	12/13/23 5:00 PM	
2	1.1. Project Management	1		100%	0 days	11/13/23 8:00 AM	11/29/23 5:00 PM	
3	1.1.1. Develop Project	1		100%	0 days	11/13/23 8:00 AM	11/17/23 5:00 PM	
23	1.6.1. App Maintenance and	1		100%	0 days	2/19/24 8:00 AM	3/8/24 5:00 PM	
25	1.7.1. Evaluation and	1		100%	0 days	3/11/24 8:00 AM	3/20/24 5:00 PM	
14	1.3.3. VR Compatibility	1		100%	0 days	2/1/24 8:00 AM	2/16/24 5:00 PM	
18	1.4.3. Feedback Collection	1		100%	0 days	12/18/23 8:00 AM	12/29/23 5:00 PM	
13	1.3.2. Graphics Development	1		100%	0 days	1/4/24 8:00 AM	1/16/24 5:00 PM	
1	1. Project FantasyQuest VR	1		100%	0 days	11/13/23 8:00 AM	3/28/24 5:00 PM	
8	1.2. Concept and Design	1		100%	0 days	11/30/23 8:00 AM	1/3/24 5:00 PM	
11	1.3. Development	1		100%	0 days	1/4/24 8:00 AM	1/4/24 5:00 PM	
17	1.4.2. User Interface and	1		100%	0 days	11/27/23 8:00 AM	12/15/23 5:00 PM	
16	1.4.1. Lawyer Onboarding	1		100%	0 days	11/13/23 8:00 AM	11/24/23 5:00 PM	
26	1.7.2. Close contracts and	1		100%	0 days	3/21/24 8:00 AM	3/27/24 5:00 PM	
21	1.5.1. Marketing Strategy	1		100%	0 days	11/27/23 8:00 AM	12/15/23 5:00 PM	
5	1.1.3. Develop Work Plan	1		100%	0 days	11/20/23 8:00 AM	11/29/23 5:00 PM	
						0 hours		

Activity Network Table:

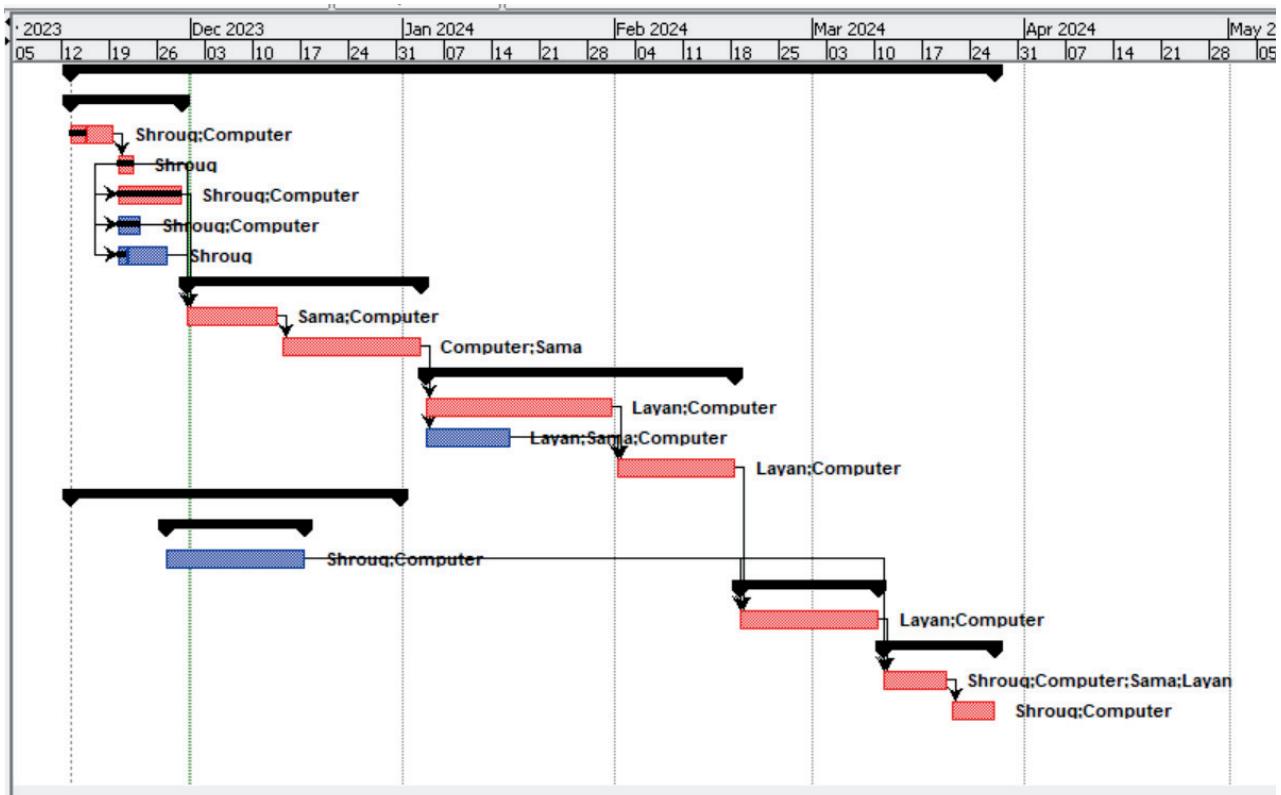
Task ID	Task Description	Duration	Dependencies
1	Develop Project Charter	5d	-
2	Identify Stakeholders	3d	1
3	Develop Work Plan	8d	1
4	Set Project Budget	4d	1
5	Identify Project Risks	6d	1
6	Develop Game Concept	10d	2,3,4,5
7	Design Virtual Environment	15d	6
8	Code Game Mechanics	20d	7
9	Graphics Development	18d	7
10	VR Compatibility Testing	12d	8,9
11	Lawyer Onboarding	10d	-
12	User Interface and Experience	15d	11
13	Feedback Collection and Analysis	10d	12
14	Link Lawyers to Clients	12d	11
15	Marketing Strategy Development	15d	11
16	App Maintenance and Quality Control	15d	10,13,14,15
17	Evaluation and Approvals	8d	16,14,15,12
18	Close Contracts and Obligations	5d	17
19	Launch FantasyQuest VR	-	18

Network Diagram:



Gantt Chart:

		Name	Actual Dur...	Duration	Actual Cost	Cost	Start	Finish	Predecessors	
1	🏃	1. Project FantasyQuest VR	25.01 days	98 days	SAR21142.16	SAR117859.56	11/13/23 8:00 AM	3/27/24 5:00 PM		Shro
2	🏃	1.1. Project Management	10.947 days	13 days	SAR17897.62	SAR19580.00	11/13/23 8:00 AM	11/29/23 5:00 PM		Shro
3		1.1.1. Develop Project Charter	3 days	5 days	SAR3843.00	SAR4405.00	11/13/23 8:00 AM	11/19/23 5:00 PM		Shrou
4	✓	1.1.2. Identify Stakeholders	3 days	3 days	SAR840.00	SAR840.00	11/20/23 8:00 AM	11/22/23 5:00 PM	3	Shrou
5	✓	1.1.3. Develop Work Plan	8 days	8 days	SAR5245.00	SAR5245.00	11/20/23 8:00 AM	11/29/23 5:00 PM	4SS	Shrou
6	✓	1.1.4. Set Project Budget	4 days	4 days	SAR4125.00	SAR4125.00	11/20/23 8:00 AM	11/23/23 5:00 PM	4SS	Shrou
7		1.1.5. Identify Project Risks	2 days	6 days	SAR560.00	SAR1680.00	11/20/23 8:00 AM	11/27/23 5:00 PM	4SS	Shrou
8	🏃	1.2. Concept and Design	0 days	25 days	SAR0.00	SAR14215.00	11/30/23 8:00 AM	1/3/24 5:00 PM		Sam
9		1.2.1. Develop Game Concept	0 days	10 days	SAR0.00	SAR5005.00	11/30/23 8:00 AM	12/13/23 5:00 PM	4;5;6;7	Sama
10		1.2.2. Design Virtual Environment	0 days	15 days	SAR0.00	SAR6005.00	12/14/23 8:00 AM	1/3/24 5:00 PM	9	Comp
11	🏃	1.3. Development	0 days	32 days	SAR0.00	SAR30700.00	1/4/24 8:00 AM	2/18/24 5:00 PM		Com
12		1.3.1. Code Game Mechanics	0 days	20 days	SAR0.00	SAR7805.00	1/4/24 8:00 AM	1/31/24 5:00 PM	10	Layar
13		1.3.2. Graphics Development	0 days	9 days	SAR0.00	SAR6965.00	1/4/24 8:00 AM	1/16/24 5:00 PM	10	Layar
14		1.3.3. VR Compatibility Testing	0 days	12 days	SAR0.00	SAR5885.00	2/1/24 8:00 AM	2/18/24 5:00 PM	12;13	Layar
15	🏃	1.4. Lawyer Integration	0 days	35 days	SAR0.00	SAR26182.80	11/13/23 8:00 AM	12/31/23 5:00 PM		Laya
20	🏃	1.5. Marketing	0 days	15 days	SAR0.00	SAR7485.00	11/27/23 8:00 AM	12/17/23 5:00 PM		Shro
21		1.5.1. Marketing Strategy Development	0 days	15 days	SAR0.00	SAR7205.00	11/27/23 8:00 AM	12/17/23 5:00 PM	16	Shrou
22	🏃	1.6. Testing and Quality Assurance	0 days	15 days	SAR0.00	SAR6845.00	2/19/24 8:00 AM	3/10/24 5:00 PM		Laya
23		1.6.1. App Maintenance and Quality C	0 days	15 days	SAR0.00	SAR6605.00	2/19/24 8:00 AM	3/10/24 5:00 PM	14;18;19;21	Layar
24	🏃	1.7. Project Evaluation and Closure	0 days	13 days	SAR0.00	SAR9607.16	3/11/24 8:00 AM	3/27/24 5:00 PM		Sam
25		1.7.1. Evaluation and Approvals	0 days	8 days	SAR0.00	SAR4925.00	3/11/24 8:00 AM	3/20/24 5:00 PM	17;19;21;23	Shrou
26		1.7.2. Close contracts and Obligations	0 days	5 days	SAR0.00	SAR4405.00	3/21/24 8:00 AM	3/27/24 5:00 PM	25	Shrou



Project Risk Management:

1. Lack of VR Development Expertise:

- Description: The project team lacks previous experience in developing virtual reality (VR) games. To address this, we will hire developers, designers, and other professionals with one to three years of VR development experience.
- Mitigation: Conduct thorough training sessions, hire experienced personnel, and collaborate with external VR experts to bridge the knowledge gap.

2. Human Resource Shortage:

- Description: Due to a shortage of staff, the project manager needs to prepare a comprehensive list of project needs, conduct interviews, and create contingency plans in case any team member withdraws during the project.
- Mitigation: Cross-train team members, implement a backup plan, and maintain open communication to address any potential human resource challenges.

3. Gyms' Non-Cooperation:

- Description: The project heavily relies on cooperation from gyms to provide information and access to their facilities. There is a risk that gyms may be non-responsive or refuse to participate.
- Mitigation: Establish clear communication channels with gyms, provide incentives for participation, and have alternative strategies in place to source gym-related information.

4. Lack of User Interest:

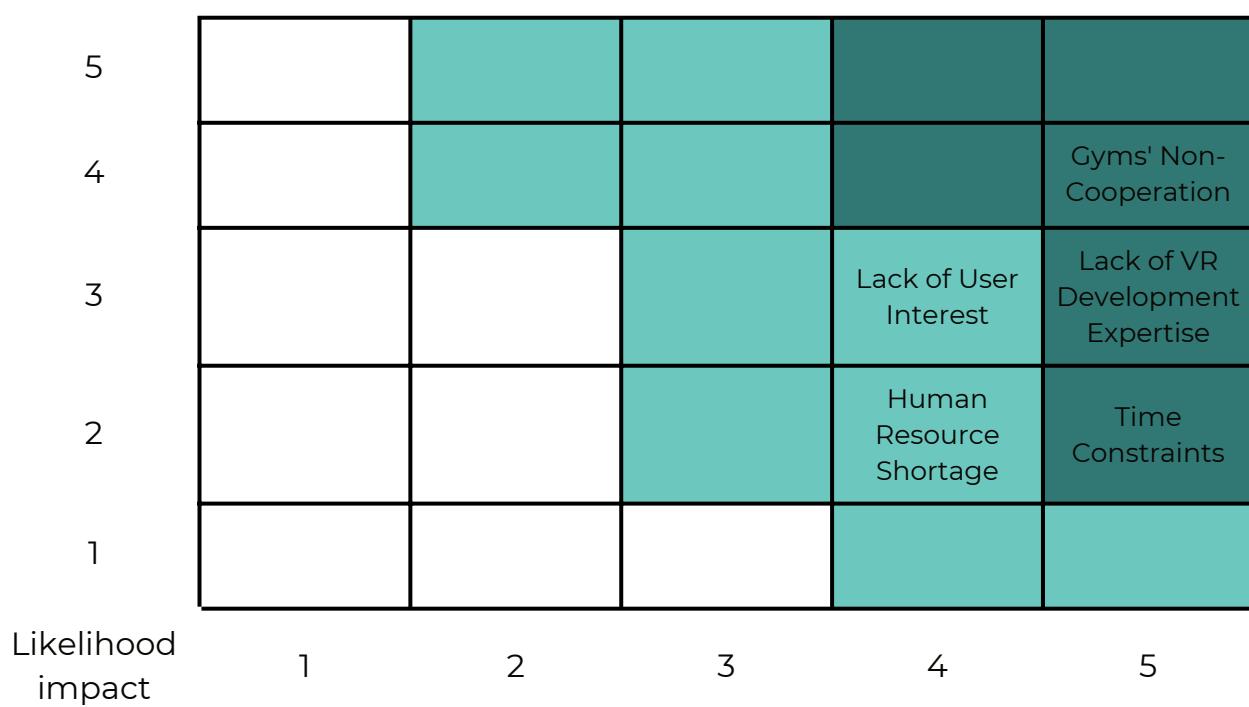
- Description: If the application does not attract a sufficient number of gyms, users may lose interest in the app. This could be due to limited choices or perceived inconvenience.
- Mitigation: Implement an aggressive marketing strategy to attract gyms, offer incentives for early participation, and continuously engage with potential users to ensure their needs are met.

5. Time Constraints:

- Description: The project has a fixed delivery time, and any delays could impact its success. To manage this, the team will need to work efficiently and double efforts to meet the deadline with high-quality performance.
- Mitigation: Implement a well-defined project schedule, regularly monitor progress against milestones, and be prepared to adjust resources and priorities to meet tight deadlines.

Risk Assessment:

Risk Event	Likelihood	Impact	Detection Difficulty	When
Lack of VR Development Expertise	3	5	1	During early stages of VR development
Human Resource Shortage	2	4	3	Midway through intensive development
Gyms' Non-Cooperation	4	5	4	During initial outreach and communication
Lack of User Interest	3	4	3	Early stages of application launch
Time Constraints	2	5	2	Throughout the project, especially nearing deadlines



Risk Response Development:

Risk Event	Response Classification	Response	Contingency Plan
Lack of VR Development Expertise	Mitigation	Hire experienced VR developers and provide training sessions.	Collaborate with external VR experts as a knowledge resource.
Human Resource Shortage	Mitigation	Cross-train team members, implement a backup plan, and maintain open communication.	Have a recruitment pipeline for quick replacement if needed.
Gyms' Non-Cooperation	Mitigation	Establish clear communication channels, provide incentives, and have alternative strategies.	Identify additional sources for gym-related information.
Lack of User Interest	Mitigation	Implement an aggressive marketing strategy, offer incentives, and engage with potential users.	Regularly analyze user feedback and adjust the marketing approach.
Time Constraints	Mitigation	Implement a well-defined project schedule, regularly monitor progress, and adjust resources as needed.	Prioritize tasks, allocate additional resources if necessary, and communicate potential delays early.

Risk Response Control:

Risk Event	Likelihood Level	Impact Level	Detection Difficulty	Priority Level	Response Classification	Response
Lack of VR Development Expertise	3	5	1	5	Mitigation	Hire experienced VR developers and provide training sessions. Collaborate with external VR experts as a knowledge resource.
Human Resource Shortage	2	4	3	4	Mitigation	Cross-train team members, implement a backup plan, and maintain open communication. Have a recruitment pipeline for quick replacement if needed.
Gyms' Non-Cooperation	4	5	4	5	Mitigation	Establish clear communication channels, provide incentives, and have alternative strategies. Identify additional sources for gym-related information.
Lack of User Interest	3	4	3	4	Mitigation	Implement an aggressive marketing strategy, offer incentives, and engage with potential users. Regularly analyze user feedback and adjust the marketing approach.
Time Constraints	3	5	2	4	Mitigation	Implement a well-defined project schedule, regularly monitor progress, and adjust resources as needed. Prioritize tasks, allocate additional resources if necessary, and communicate potential delays early.



-The End-