**Project Plan**

***Maze Fighter***

*Teachers*

<<

*This template can be used for all projects, especially software engineering projects. Chapters or parts that are not applicable can be removed.*

*Text in italic is background information and must be removed in the final version of your project plan.*

*Note that this is a template and can be changed for own purposes, e.g. you can adapt the layout to the layouts as used at the company of your internship.*

*For your project name, think of a name that highlights the most relevant aspect of your project, and specify whether it is about graduation internship or third year internship.*

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| **Date : Date** |
| **Version : Version** |
| **State : State** |
| **Author : Author** |

#### Version history

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# Project assignment

## Context

*The "Maze Race Challenge" project aims to develop an immersive and competitive two-player maze-solving game for digital platforms. The idea of the projet manifested from the maze runner movies where people have to get through a maze without getting caught. Thus the game will mainly be focesed on a player moving from one end of the maze to the other.*

## Goal of the project

*The concept for the "Maze Race Challenge" game is inspired by the enduring appeal of maze-based puzzles and the desire to create a dynamic and engaging multiplayer environment. Furthermore the project is also meant as a learning opportunity to experience the development of a game instead of websites.*

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Developing a movable *character* | 1. Story line for the game |
| 1. *Login/ acount* | 1. *Character customization* |
| 1. *Interactions with items* | 1. Other game modes |

## Strategy

*The project will be done through scrum which is versatile in the development. The reason for using scrum is that the planning can be more versatile and adjustment can be made throughout the project id needed.*

## End products



# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Contact name (and specify further detail as needed, e.g., email or tel nr).* | *Abbreviation can help, e.g., when using the name in tools like Jira or MS project.* | *See above.* | *When is the person available for your project (define this in the way most relevant for your project, e.g., which days are available, the amount of time, or in which phase of the project).* |
| *Jan* | *JHP* | *Developer* | *All the time* |
| *Bart Rabeling* | *BR* | *Judge* | *Class Time* |
| *Maya Pesic* | *MP* | *Judge* | *Class Time* |

## Communication

*The method of communication will be through email and class schedule.*

# Activities and time plan

## Phases of the project

*Phases are done in sprints of about 3 weeks each. Thus this first phase is mostly just developing and organizing the project plan. The Phases afterwards will be developing and experimenting with the code to achieve the final product. Each phase will have different development goals and it is hard to determine what the current plan is for every phase right now.*

*As of now the time plan and milestones are not determined yet due to still learning and developing my code. However, by the time the project reaches the final phase the project should be mostly done and For that phase the main objective should be testing and bug fixing.*

## Time plan and milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| 1. Development of project plan | low | 1 september | 24 september |
| 1. Developing the login | low | 25 Sept | 15 Oct |
| 1. Inbetween Phases | medium | 16 Oct |  |
| 4 First Phase of working game | high | Christmas |  |

# Testing strategy and configuration management

## 

## Testing strategy

*Going to use Unit Testing. Need further learning for more detailed testing*

## Test environment and required resources

*Testing will be in Java*

## Configuration management

*I am the only developer on the project thus there should be no git problems.*

# Finances and risk

## Risk and mitigation

*<< Investigate and define all risks affecting the project. For each risk indicate what has been done, or will be done during the project, to prevent the risk from being actualized, and define the mitigation actions, such as what you plan to do if the risk actually eventuates. Think both from an organizational perspective about risks (e.g. sudden unavailability of the company mentor) and also from a content perspective (e.g. what happens if your research shows that it is a better to purchase an application than to develop it as a major part of your internship).*

*In a more elaborate version, you can also label the risks with their chance of occurrence and impact. The advice is to focus on risks that have both a real chance of eventuating and some considerable impact. Direct risks, like what to do if your company supervisor is not available anymore, should always be described, as they have happened in the past quiet regularly.*

*>>*

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| 1. Being lazy and sleeping in | Having a shower in the morning to wake me up | Sleeping earlier and not staying up too late |
| 1. Family visits | Tell them I am busy | Have short visits |
| 1. Getting stuck on a single problem for too long | Ask for help and do more research on that problem | Organize the structure and code before coding it |