

PROJECT CHARTER					
PROJECT NAME		DATE	AREA OF FOCUS		
New Monopoly: An Adapted Monopoly Game		14.10.2021	Improvement on a Well-known Product		
BUSINESS CASE		SCOPE			
<p>This project will try to overcome some of the limitations the Monopoly game has, taking into account real life economic situations. On top of getting rid of the staticness of the game by adding things like interest rates (1) and royalty programs (2), the project aims add more things related to real life economy such as inflations (3), foreign currency (4), future contracts (5) etc. The project will also create new game modes (6) for the original monopoly game such as a 1v3 where 3 players try to overcome an actual monopoly who starts the game with advantages.</p>		IN SCOPE		OUT OF SCOPE	
		Improved Monopoly Gameplay		Create a brand new game	
		Developing the Game for Web		No single player mode	
		Designing New Gameplay Mechanics			
		KEY DELIVERABLES			
		Finalized Budget			
		Team on Board			
		Manager on Board			
		Finalized Job Descriptions			
MEASURABLE TARGET/GOAL		TIMELINE			
Finalize Operation Plan	31.10.2021	ACTIONS/MILESTONES		TARGET DATE / STATUS	
Finalize and Approve Budget	11.11.2021	Research on Past Products		21.10.2021	
Finalize Game Design Document	15.11.2021	Creating new Gameplay Mechanics		28.10.2021	
Finalize Models of Game Objects	15.12.2021	Creating Game Design Document		15.11.2021	
Finalize the Development of the Game	01.01.2022	Creating Development Plan		11.11.2021	
Finalize Advertisement Plan	11.01.2022	Task distribution between Team Members		17.11.2021	
TEAM MEMBERS		Development of the Game		01.01.2022	
NAME	FUNCTION	Publishing the Game on Web		11.01.2022	
Abdullah Yusuf Kavranoglu	Game Developer				
Ahmed Eymen Çimen	Game Designer	FINANCIALS			
Berkтуğ Kaan Özkan	Game Developer	BUSINESS IMPACT		INVESTMENT	
Yusuf Alptigin Gün	Backend Developer	Improving Gameplay Features of Monopoly		-	
ASSUMPTIONS/CONSTRAINTS		RISK PLANNING			
Game must be functioning by January 2022		<p>New game mechanics on a classic board game is hard for players to adapt. Designing the game must be done thoroughly to ensure player satisfaction. Otherwise the game will not be able to create a player base.</p>			
Server budget					