The Knights Table Project Management Plan

Tim Adams, Chris Lucas, Tyler Sancibrian, Tony Burke

Version 1.2

October 23, 2019

Table of Contents

Description:

The Knight's Party Table is a two-person video game table that will play games against one another.

Objective:

The main objective of the project is to implement a new input system and install new games onto the table. The games right now that are on the agenda are checkers, chess, battleship, and Catan. More will be added when the come up. The games we plan on implementing at this current time are the following:

- Battleship
- Checkers
- Chess
- Settlers of Catan

More games will be added if the project is completed at a rate more efficient than expected.
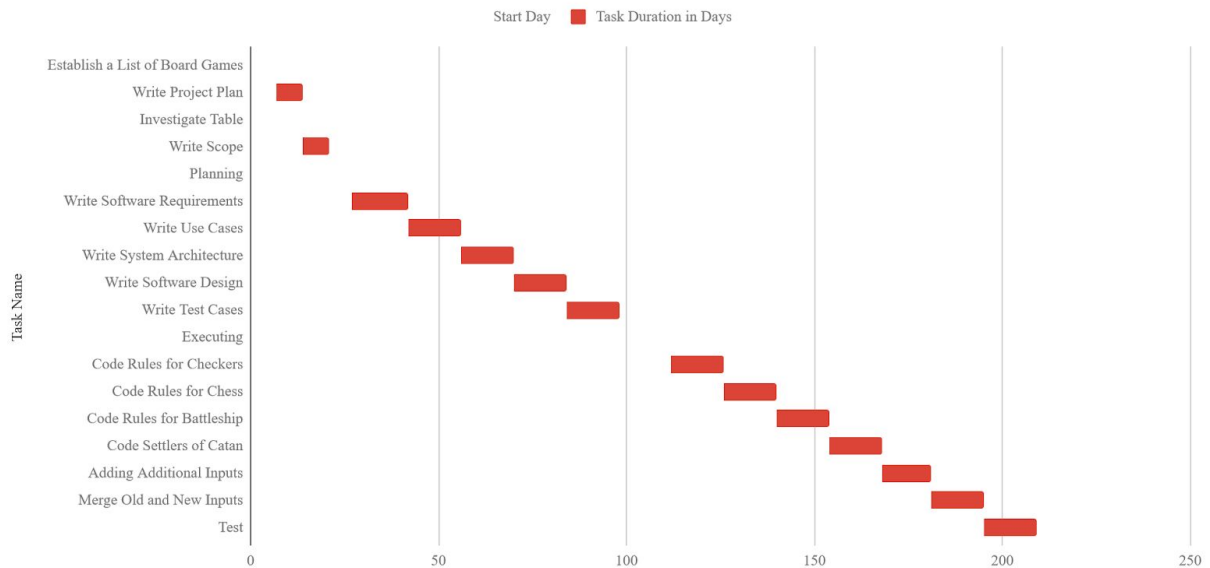
Scope:

The Scope of the Party Table includes: Planning the Project, Designing what the project will look like in its final form, Developing the code, Removing/Replacing the physical computer and outer casing, and Testing the code with the computer to make sure the inputs work properly without issue.

Timeframe:

The table needs to be pass all test cases and include all of the given games by May 15, 2019. The following is a Gantt Chart and Work Breakdown Structure detailing the schedule of the project that clearly display the start and end dates as well as the time each aspect of the project will take.

Knight's Party Table Gantt Chart

Task Name	Start Date	End Date
Initiating		
Establish a List of Board Games	9/11/2019	9/11/2019
Write Project Plan	9/18/2019	9/25/2019
Investigate Table	9/30/2019	9/30/2019
Write Scope	9/25/2019	10/2/2019
Planning		
Write Software Requirements	10/8/2019	10/23/2019
Write Use Cases	10/23/19	11/6/2019
Write System Architecture	11/6/19	11/20/2019
Write Software Design	11/20/2019	12/4/2019
Write Test Cases	12/4/2019	12/18/2019
Executing		
Code Rules for Checkers	1/1/2020	1/15/20
Code Rules for Chess	1/15/2020	1/29/2020
Code Rules for Battleship	1/29/2020	2/12/2020
Code Settlers of Catan	2/12/2020	2/26/2020

Adding more inputs to both players	2/26/2020	3/10/2020
Fix PC inputs to work with the new ones	3/10/2020	3/24/2020
Test	3/24/2020	4/7/2020
Monitoring and Controlling		
Closing		5/15/2020

Milestone List:

The following is a list of milestones needed to complete the project and their due dates.

Milestone	Description	Due Date
Establish a List of Board Games	Create a list of board games that will be implemented.	9/11/2019
Write Project Plan	Create a management plan for the Knight's Party Table Project.	9/25/2019
Investigate Table	Review the current status of the Knight's Party Table hardware.	9/30/2019
Write Scope	Create a project scope for the Knight's Party Table Project.	10/2/2019
Write Software Requirements	Write the software requirements documents for all of the games.	10/23/2019
Write Use Cases	Write the software use cases for all of the games.	11/6/2019

Write System Architecture	Write the system architecture for the Knight's Party Table.	11/20/2019
Write Software Design	Write the software design document for the Knight's Party Table.	12/4/2019
Write Test Cases	Write the test cases used to test the Knight's Party Table.	12/18/2019
Code Rules for Checkers	Write the Java code for Checkers rules.	1/15/2019
Code Rules for Chess	Write the Java code for Chess rules.	1/29/2019
Code Rules for Battleship	Write the Java code for Battleship rules.	2/12/2019
Code Settlers of Catan	Write the Java code for Settlers of Catan.	2/26/2019
Adding more inputs to both players	Add more hardware input methods for players.	3/10/2019
Fix PC inputs to work with the new ones	Fix the hardware inputs on the Knight's Party Table to	3/24/2019

	work with the previously installed input.	
Test	Ensure the Knight's Party Table passes all test cases.	4/7/2019

Project Budget:

We will need new buttons and possibly other hardware that we do not know the budget at this time.

Infrastructure

Infrastructure is an important aspect to the project. For our project, we will use a GitHub repository to manage, monitor, and store our Java code, as well as to track and manage bugs (or as we like to refer to them, features). We will use the Waterfall method of code development - starting with requirements, then architecture, followed by coding and testing.

Monitoring and Evaluation:

In order to ensure timeliness and the project's successful completion, weekly team check-ins will be performed. This will keep the team on schedule and guarantee timely completion of project deliverables.