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Do It Tomorrow

Project Plan

Tank Game

Team M – Daniel Hogan

Rob Lowe

Colm Mulhall

Conor Sargent

Summary

The objective of this project isto create a clone of the 1980 classic arcade game ‘BattleZone’. The game must make use of 3D vector based graphics. The team is expected to have a playable prototype up and running for this year’s Games Fleadh at the Limerick Institute of Technology.

Team

**Name**: ‘Do It Tomorrow’

* Rob Lowe – Team Leader
* Conor Sargent – Tester
* Colm Mulhall – Documentation/Tester
* Daniel Hogan – Lead Coder

Project Title

Tank Game

Version Number: 0.1

# Change History

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| --- | --- | --- |
| **Date** | **Author** | **Comments** |
| 14/2/13 | Colm Mulhall | Project plan first created. Week one and two documented. (Version 0.1) |

Technical Requirements

We are creating the game in C# using the XNA framework in Microsoft Visual Studio 2010. The game will run on Windows.

Project Plan

# Week 1

# On our first week we had to pitch our proposal for our project. We decided to choose the tank game. We had to write up our proposed approach and present it.

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| **Task** | **Priority** | **Description** |
| Proposal document | High | Write a one page proposal describing why we want to do the tank game and how we would go about it. |
| Proposal presentation | High | Create a presentation. Assign which slides each team member will present. |
| Present our  proposal | High | Present our proposed project approach in front of the class. |

# Week 2

We have been allocated the project that we wanted. We now have to begin work on our design document and present our design this Friday.

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| **Task** | **Priority** | **Description** |
| Begin Design Document | High | Make a start on the design document. This needs to be submitted at the end of the week. |
| Present our design | High | We need to present our design to the class and our supervisors. We will each take two slides. |
| Create UML diagrams | High | As part of our design document we need to create several UML diagrams describing the game in detail. |