# Project Plan
# for
# Illuminati The Game of Conspiracy

Distribution:

Lazy Game Engineering, Brandon Le
Brandon Tran
Manuel Beltran

# 1. Overview

## 1.2 Motivation

The overall goal of this project is to provide an alternative source of playing ITGC differently by playing the game on a PC application.

## 1.3 Customer

The application is being created for the fans of Steve Jackson games.

## 1.4 Project Delivery

This application will deliver a new product to help immerse players into the world of ITGC.

## 1.5 Cost

Lazy Game Engineering is creating this application to be free to the general public.

## 1.6 Time to completion

The engineers will create this application within six weeks.

Reference [1] for more information.

# 2. Goals and Scope

## 2.1 Project Goals

This application is intended to have a working background structure. The documentation will help to give a direction towards completion of ITGCA. The

finished product will enable the engineers to build a business on creating other applications of Steve Jackson Games. When the game becomes popular, they are able to receive revenue from advertisements from outsides organizations. The completion of this application will give the engineers a foundation to build future game applications. The strategy on making this application viable, Lazy Game Engineering will need to implement bug-free modules and methods. By documenting parts of the application building process, all activities required to complete the application will be accomplished. The constraints of ITGCA will be bounded by the rules of ITGC, six week timeline to deployment, requirements set by Anthony Giacalone.

| **Project Goal** | **Priority** | **Comment/Description/Reference** |
|---|---|---|
| **Functional Goals:** | 5 | Goals for application implementation |
| GUI implementation | 2 | Working GUI for IGTCA |
| background structure | 1 | Working foundation(all necessary classes) |
| **Strategic Goals** | 1 | How we plan to develop the application |
| Documentation | 1 | Layout of our plans of this application |
| **Business Goals:** | 6 | How will the game generate revenue? |
| Generate Revenue | 2 | Add advertisements |
| Low Cost | 1 | Keep cost to create to a minimum |

| **Project Goal** | **Priority** | **Comment/Description/Reference** |
|---|---|---|
| **Technological Goals:** | 3 | How will one successful application be the foundation for another application? |
| Foundation to build more applications | 1 | Makes as many reusable parts of the application to build new applications. |
| **Quality Goals:** | 4 | What will determine if the application is good or not |

| | | |
|---|---|---|
| Bug free modules | 1 | Successful implementation |
| **Constraints:** | 2 | Confinements of the project |
| Rules of ITGC | 3 | ITGCA must follow official rules of ITGC |
| 6 week development/deployment time | 2 | The limited amount of time given to complete ITGCA |
| Requirements set by Anthony Giacalone | 1 | Thorough documentations and implementation of ITGCA standards set by Anthony Giacalone |

## 2.2 Project Scope

This project scope will show the full working intentional application vision. The engineers are limited in regards to time to produce a finished product. The deliverables will be the main priority of the process making of the application. Functionality will be the least priority of this application.

### 2.2.1 Included

The project will include the following deliverables: vision document, project plan, use cases/UML, test plan, flow chart/diagram, user manual, background foundation implementation, simple user interface, and turns. Only human players for the game. Only MAC and Window 7 & 10 users. Mouse and keyboard  input support. 3 player support. Tracks in-game currency. Attack moves included. Music Support

### 2.2.2 Excluded

This project will not display a full game board, as will not have full playability.
This project will lack advertisers to advertise on the game. ITGCA will not store game information into a database. One-to-one gameplay of original ITGC card game. Anti-cheat/security software.

# 3. Organization

Lazy Game Engineering will designate responsibilities within the company to create this application. Manuel Beltran will be the quality assurance. Brandon Le will be project manager. Brandon Tran will be technical project manager.

## 3.1 Organizational Boundaries

### 3.2.1 Project Manager

| **Role** | **Organization: Name** | **Comment** |
|---|---|---|
| Project Manager | Brandon Le | The project manager will keep track of deliverable deadline. The project manager will also make sure that members are completing tasks within reasonable timeframe. |
| Technical Project Manager | Brandon Tran | Managing projects with top-down oversight. Develop project plans that fulfill the expectations that the fans want from the game. |

### 3.2.2 Project-internal Functions

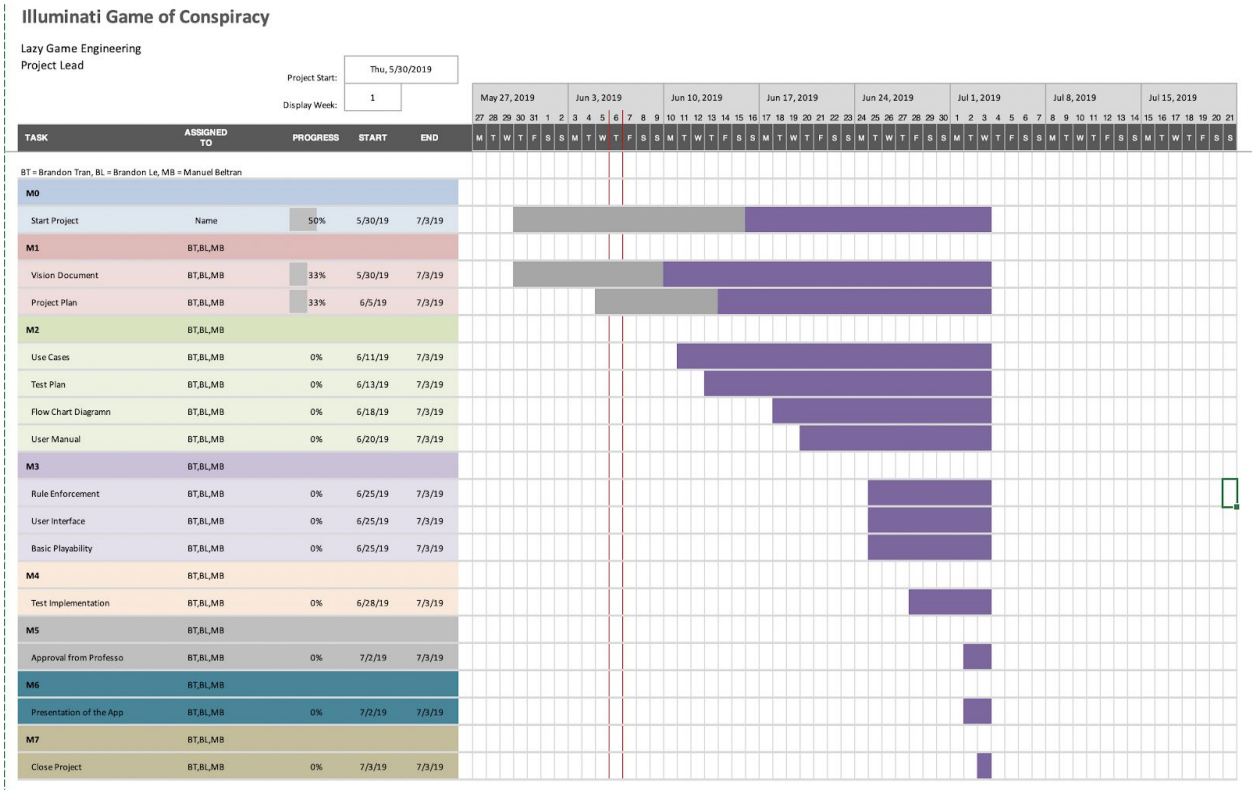
| **Function** | **Organization: Name** | **Comment** |
|---|---|---|
| Quality Assurance | Manuel Beltran | Reviews work to assure adequate standards to be met and does necessary revising. |

### 3.2.3 Project Team

| **Organization: Name** | **Availability** | **Comment** |
|---|---|---|
| Brandon Le | 3 days | Tuesday, Wednesday, Thursday |
| Brandon Tran | 3 days | Tuesday, Wednesday, Thursday |
| Manuel Beltran | 3 days | Tuesday, Wednesday, Thursday |

# 4. Schedule and Budget

## 4.1 Work Breakdown Structure



## 4.2 Schedule and Milestones

| Milestones | Description | Milestone Criteria | Planned Date |
|---|---|---|---|
| M0 | Start Project | | 2019-05-31 |
| | Project goals and scope defined | Group meeting discussions | |
| M1 | Start Documentation Process | | 2019-05-31 |
| | Vision Documents, Project Plan | Continuously updating current documents and creating new documents | |
| M2 | Design Inception | Finish Project Plan | 2019-06-11 |
| | Use Cases, Test Plan, Flow Chart, User Manual | Next step to proceed after completing project plan | |
| M3 | Start Execution | Threshold document completion | 2019-06-25 |
| | Basic playability<br>User Interface<br>Rule Enforcement | Start construction phase | |
| M4 | Confirm Execution | Threshold construction implementation | 2019-06-28 |
| | Test Implementations | Ensure that the implementations are usable in the application. | |
| M5 | Start Introduction | Milestone completion | 2019-07-02 |

| Milestones | Description | Milestone Criteria | Planned Date |
|---|---|---|---|

| | | | |
|---|---|---|---|
| | Approval from professor | The functionality of the application can be checked by the professor to show that our application process. | |
| M6 | Release Product | Deadline deployment and approval | 2019-07-02 |
| | Presentation of the application | Showcase our process of building the application from the beginning to the end. | |
| M7 | Close Project | | 2019-07-03 |

## 4.3 Budget

| **Category** | **Budget for Period in kUS$**<br>**M0- M1- M2- M3- M4- M5- M1 M2 M3 M4 M5 M6** | | | | | |
|---|---|---|---|---|---|---|
| Human Resources (internal) | | | | | | |
| Human Resources (external) | | | | | | |
| Purchases (COTS) | | | | | | |
| Equipment | | | | | | |
| Premises | | | | | | |
| Tools | | | | | | |
| Travel costs | | | | | | |
| Training | | | | | | |
| Review activities | | | | | | |
| Other | | | | | | |
| Total | | | | | | |

| **Total accumulated** | **0** | **0** | **0** | **0** | **0** | **0** |
|---|---|---|---|---|---|---|

## 4.4 Development Process

## 4.5 Development Environment

| **Item** | **Applied for** | **Availability by** |
|---|---|---|
| **Methods** | | |
| | | |
| | | |
| | | |
| **Tools** | | |
| Draw.io | Design | M1 |
| | | |
| | | |
| **Languages** | | |
| UML | Design | M1 |
| Java | GUI | M2 |
| | | |
| | | |

### 4.6 Measurements Program

# 5. Risk Management

## 5.1 Risks

Due to the time and GUI experience constraints, our group has a high risk of not being able to fully implement the IGTC into an application. Also, the risk of not fully completing ITGCA could result in receiving poor grades. With the fast paced schedule, deadlines have a risk of not being met. If our engineers experience equipment failure when working on the application at home, it will delay completion of the application, This application may or may not run into the risk of having no advertisements revenues. The engineers may not be knowledgeable enough to create an interactive GUI causing high risk of failure. Compromised communication that'll leak project information due to communication through unsecured means.

### *5.2 How Risks will be Managed*

The project manager will be in charge of managing risks throughout the project.
The risks will be analyzed and identified on Wednesday every week.
We will proceed with three steps to manage risk.
1.Identify risk 2.determine likelihood and impact 3. Assign owners

### *5.3 Risk Management Table*

| Identify Risk | Determine likelihood and (impact) | Assign member to solve risk |
|---|---|---|
| Unfinished Implementation | 80%(high) | Brandon Tran |
| Receive Poor Grades | 60% (medium) | Brandon Le |

| | | |
|---|---|---|
| Equipment Failure | 70% (high) | Manuel Beltran |
| Failure to meet Deadlines | 40% (medium) | Brandon Le |
| No Advertisement Revenue | 10% (low) | Brandon Tran |
| Lack of Knowledge to create interactive GUI | 80% (high) | Manuel Beltran |
| Project information leaked | 20%(low) | Brandon Tran |

# 6. Sub-contract Management

# 7. Communication and Reporting

| **Type of Communication** | **Method / Tool** | **Frequency /Schedule** | **Information** | **Participants / Responsibilities** |
|---|---|---|---|---|
| **Internal Communication:** | | | | |
| Project Meetings | Discord | 3 days a week | Project bugs, documentation updates | Project Manager<br>Technical Project Manager<br>Quality Assurance |
| Sharing of project data | Github<br>Discord<br>Google Documents | 3 days a week | Every documentation reports & code implementations | Project Manager<br>Technical Project Manager<br>Quality Assurance |
| Milestone Meetings | In person | 1 day a week | Project status | Project Manager<br>Technical Project Manager |

| | | | | |
|---|---|---|---|---|
| | | | | Quality Assurance |
| Final Project Meeting | In person | M6 | Final Presentation to the professor | Project Manager<br>Technical Project Manager<br>Quality Assurance |

| **External Communication and Reporting:** | | | | |
|---|---|---|---|---|
| Project Documents | Report | Weekly | Documentation Deadlines | Project Manager<br>Technical Project Manager<br>Quality Assurance |

# 8. Delivery Plan

## 8.1 Deliverables and Receivers

| **Ident.** | **Deliverable** | **Planned Date** | **Receiver** |
|---|---|---|---|
| D1 | Vision Document | 6-4-2019 | Anthony Giacalone |
| D2 | Project Plan | 6-7-2019 | Anthony Giacalone |
| D3 | Use Cases/UML | 6-11-2019 | Anthony Giacalone |
| D4 | Test Plan | 6-13-2019 | Anthony Giacalone |
| D5 | Flow Chart/Diagram | 6-18-2019 | Anthony Giacalone |
| D6 | User Manual | 6-20-2019 | Anthony Giacalone |
| D7 | Basic Playability | 7-3-2019 | Anthony Giacalone |
| D8 | User Interface | 7-3-2019 | Anthony Giacalone |

| | | | |
|---|---|---|---|
| D9 | Rule Enforcement/Turns | 7-3-2019 | Anthony Giacalone |

# 9. Quality Assurance

Ensures quality standards of the product creation and product updates of documents and implementation.

# 10. Configuration and Change Management

ITGCA will be built using Java to create an application with its own GUI display on a window.

# 11. Security Aspects

This application prioritizes availability as the most important security feature for this project. The engineers wants to create an application that is easily accessible for PC and MAC users. Integrity would be second because the information that is being displayed on the screen will never be changed to not give the user access to change the functionality of the game. Lastly, confidentiality would be the least priority because ITGCA does not hold private information.

# 12. Abbreviations and Definitions

- ITGC - Illuminati The Game of Conspiracy
- ITGCA - Illuminati The Game of Conspiracy Application
- PC - Personal Computer

# 13. References

[1] Vision Document for Lazy Gaming Engineering

# 14. Revision

| **Rev. ind.** | **Page (P) Chapt. (C)** | **Description** | **Date Dept./Init.** |
|---|---|---|---|
| - | --- | Beta document | 06/05/2019 |
| 1.0 | 1, 2, 3, 4, 5, 10 | Revised Document | 06/06/2019 |
| | | | |