# AGILE GROUP PROJECT

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# PROJECT TITLE:

VIRTUAL REALITY GAME

# **White sphere podium with pink cotton clouds**

**Project Scope:** Develop a virtual reality game that teaches project management concepts and skills.

**Project Goals:**

* Create an engaging and immersive game that teaches project management principles.
* Develop a game that is fun and engaging to play, and that can be enjoyed by both novice and experienced project managers.
* Use Agile methodology to develop and refine the game based on user feedback.
* Create a game that is accessible to a wide audience, including those with disabilities.
* Deliver a high-quality product that meets or exceeds the expectations of the project stakeholders.

**Project Tasks:**

* Conduct user research to determine what project management concepts and skills to include in the game.
* Create wireframes and mockups of the game's user interface.
* Develop the game's core mechanics, such as task management and team communication.
* Create 3D models and textures for the game's environments and characters.
* Implement VR features, such as hand tracking and gesture recognition.
* Conduct user testing and gather feedback to refine the game's mechanics and user experience.
* Polish the game's graphics, sound, and user interface.
* Beta test the game with a select group of users to identify and address any remaining issues.
* Launch the game and collect feedback from users to inform future updates and improvements.

**MOSCOW Priorities:**

**Must Have:**

* A playable VR game with the basic gameplay mechanics and functionality that meet the user requirements and are delivered on time.
* A prioritized backlog that is continually updated and reflects the changing needs of the users.
* Regular sprint reviews and retrospectives to continuously improve the development process and the VR game.

**Should Have:**

* High-quality 3D models, textures, animations, and audio that provide an immersive experience for the users.
* A user interface that is easy to use and navigate, and that meets accessibility standards.
* Integration with popular VR headsets, such as Oculus or Vive.

**Could Have:**

* Multiplayer mode that allows users to play with friends and other players online.
* Integration with social media and other marketing channels to promote the VR game.
* Advanced features, such as physics-based interactions, voice recognition, or haptic feedback.

**Won't Have:**

* Support for outdated VR hardware or platforms that are no longer relevant.
* Advanced features that are not essential to the core gameplay or user experience.
* Integration with third-party tools or systems that are not aligned with the project goals.

**Kanban Board & Sprints:**

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|  | **KANBAN BOARD** | | | **Sprint -1** |  |
|  | SPRINT START DATE | | | DAYS | PROGRESS |
|  | **05/13/23** | | | **15** | **100%** |
|  | BACKLOG | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Feature | Team | Ajay Datla | Define the core mechanics of the game | High |
|  | Task | UI/UX Designer | Scot Bill | Basic UI/UX Development | High |
|  | Research | Subject Matter Expert | Ram Raj | Conduct user research to determine which skills should be included in the game | Low |
|  | Research | Subject Matter Expert | john smit | Research VR features and technologies to include in the game | Medium |
|  | Task | Subject Matter Expert | Ram Raj | Define the game's overall aesthetic and design | Medium |
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|  | TO DO | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | Developer | Vaishnavi Peddiraj | Create wireframes and mockups of the game's user interface | High |
|  | Task | Developer | Ted bunty | Develop the game's core mechanics | High |
|  |  |  |  |  |  |
|  | IN PROGRESS | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | UI/UX Designer | Scot Bill | Polish the game's graphics, sound, and user interface | Medium |
|  | Research | Subject matter expert | ram raj | Conduct user testing and gather feedback to refine the game's mechanics and user experience | Medium |
|  |  |  |  |  |  |
|  | TEST / VERIFICATION | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Research | software testing | john smit | Conduct thorough testing of the game's functionality and user experience | Medium |
|  | Feature | Developer | Vaishnavi Peddiraj | Address any bugs or issues found during testing | Medium |
|  |  |  |  |  |  |
|  | COMPLETE | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Content | Manager | Ajay Datla | Launch the game and collect feedback from users to inform future updates and improvements | Low |
|  | Content | Team | Ram Raj | Analyze user data to understand how the game is being played and how it can be improved | Low |
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|  | **KANBAN BOARD** | | | **Sprint -2** |  |
|  | SPRINT START DATE | | | DAYS | PROGRESS |
|  | **05/29/23** | | | **15** | **100%** |
|  | BACKLOG | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | Developer | Vaishnavi Peddiraj | Implement VR features such as hand tracking and gesture recognition | High |
|  | Research | UI/UX Designer | Scot Bill | Develop and test game functionality such as task assignment and progress tracking | Medium |
|  | Research | Subject Matter Expert | Ram Raj | Optimize the game's performance for different VR hardware configurations | High |
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|  | TO DO | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | UI/UX Designer | Scot Bill | Implement VR features such as hand tracking and gesture recognition | High |
|  | Task | Developer | Ted bunty | Develop and test game functionality such as task assignment and progress tracking | Medium |
|  | Task | Developer | Vaishnavi Peddiraj | Optimize the game's performance for different VR hardware configurations | High |
|  | IN PROGRESS | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | Software testing | John smit | Conduct additional user testing to validate changes made based on feedback | Medium |
|  | Research | Developer | Vaishnavi Peddiraj | Implement additional features such as analytics and leaderboards | Medium |
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|  | TEST / VERIFICATION | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Research | software testing | john smit | Conduct thorough testing of new features and optimizations | Medium |
|  | Feature | Developer | Vaishnavi Peddiraj | Address any bugs or issues found during testing | High |
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|  | COMPLETE | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | developer | vaishnavi peddiraj | Update the game with new features and optimizations based on user feedback and testing | Low |
|  | Content | manager | Ajay Datla | Plan future updates and new features based on user feedback and data analysis | Low |
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|  | **KANBAN BOARD** | | | **Sprint -3** |  |
|  | SPRINT START DATE | | | DAYS | PROGRESS |
|  | **04/29/23** | | | **15** | **40%** |
|  | BACKLOG | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | Developer | Vaishnavi Peddiraj | Conduct additional user research to inform new features and updates | High |
|  | Research | UI/UX Designer | Scot Bill | Plan new content and gameplay features | Medium |
|  | Research | Subject Matter Expert | Ram Raj | Improve accessibility for players with disabilities | High |
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|  | TO DO | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | UI/UX Designer | Scot Bill | Implement new features and updates based on user feedback and research | High |
|  | Task | Developer | Ted bunty | Create new game content and gameplay features | Medium |
|  | Task | Developer | Vaishnavi Peddiraj | Improve accessibility for players with disabilities | High |
|  | IN PROGRESS | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Task | Software testing | John smit | Conduct additional user testing to validate new features and content | Medium |
|  | Research | Developer | Vaishnavi Peddiraj | Address any bugs or issues found during testing | Medium |
|  |  |  |  |  |  |
|  | TEST / VERIFICATION | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Research | software testing | john smit | Conduct thorough testing of new features, content, and accessibility improvements | Medium |
|  | Feature | Developer | Vaishnavi Peddiraj | Address any bugs or issues found during testing | High |
|  |  |  |  |  |  |
|  | COMPLETE | | | | |
|  | CATEGORY | ROLE | ASSIGNED TO | ACTION | PRIORITY |
|  | Update | manager | Ajay Datla | Release the updated game with new features, content, and accessibility improvements | Medium |
|  | Research | manager | Ajay Datla | Analyze user data to understand how the new content and features are being used and how they can be improved in future updates. | Medium |
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**Project Management Approach:**

This project will be managed using Agile methodology, specifically the Scrum framework. The project team will consist of a Product Owner, a Scrum Master, and a Development Team. The Product Owner will be responsible for defining and prioritizing the project backlog, and for ensuring that the game meets the needs of the project stakeholders. The Scrum Master will be responsible for facilitating the development process, removing obstacles, and ensuring that the team is following the Scrum framework. The Development Team will be responsible for developing and testing the game, and for delivering a high-quality product that meets the project goals and objectives.

**Summary:**

This Agile project for a project management group project uses a virtual reality game as the focus to teach project management concepts and skills. The project will be managed using the Scrum framework, and will include tasks such as user research, game development, and user testing. The project team will work collaboratively to develop and refine the game based on user feedback, with the goal of delivering a high-quality product that meets or exceeds the expectations of the project stakeholders.