Minecraft-like Game

30-Mar-2017

http://

Project manager	Project Manager
Project dates	29-Mar-2017 - 16-Sep-2017
Completion	0%
Tasks	23
Resources	5

Object Oriented Software Engineering Project _ April 2017

Group:

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Tasks

Name	Begin date	End date
Idea stage/benchmarking	29/03/17	21/04/17
High Level Design	24/04/17	11/05/17
Concept	24/04/17	05/05/17
Game Description: This is a very broad description of the game. *Genre: What kind of game is it?* *Platform: Will this run on a PC, console, PDA, phone, etc.?* *Source: https://e-games.tech.purdue.edu/DesignDoc.asp*		
Focus	25/04/17	08/05/17
Design	01/05/17	11/05/17
User Interface: What do the screen elements and menus actually look like? This should include the color scheme, resolution, fonts, etc. *Gameplay Elements: What do the game elements look like? This includes sketches of the characters and the setting for the game.* *Sound and Music: Identifies any needed music and sound effects* *Source: https://e-games.tech.purdue.edu/DesignDoc.asp*		
Stakeholder Meeting	15/05/17	16/05/17
Budget plan	15/05/17	16/05/17
Resources plan	15/05/17	16/05/17
Marketing plan	16/05/17	16/05/17
Detailed Design	18/05/17	23/06/17
Analysis	18/05/17	16/06/17
- Define all Classes relevant to the problem *- Define Operations & Attributes associated with them* *- Define the Relationships or Associations between them* *- Define the Behaviours they exhibit* *- Recording terms in the Glossary* *CRITICAL DELIVERABLES:* *Use Cases - What are the domain processes?* *Conceptual Models - What are the concepts, terms?* *System Sequence diagrams - What are the system events and operations?* *Contracts - What do system operations do?* *Glossary of terms* *Source: lecture slides*		

Tasks

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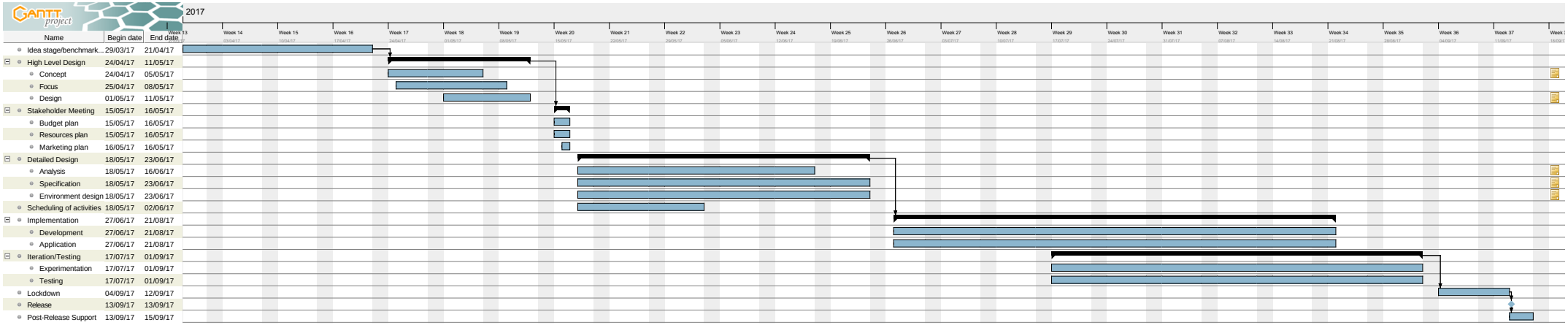
Specification	18/05/17	23/06/17
Game Mechanics: *- Core Gameplay: What actions will be available to the player consistently and how will those actions influence the world?* *- Mode of play: How many different modes of play will be available in the game?* *- Game Flow: How will the player progress through the game be organized. Is the game broken into levels? What triggers the end of a level? How will in-game assessments be integrated into the flow of the game?* *- Types of Characters: How many different types of characters are there? How do they behave differently in the game?* *- Gameplay Elements: What environmental elements exists in the game that add to the game play? Will there be items that act as a power-up? etc. Are there different types of weapons?* *User Interface Functionality: What are the user interface items and what functionality is needed for each of the items. This includes screens and menus.* *Narrative: The back-story for the game and characters* *--Source: https://e-games.tech.purdue.edu/DesignDoc.asp* *CRITICAL DELIVERABLES:* *Interaction Diagrams* *Communication Diagrams*		
Environment design	18/05/17	23/06/17
Platform analysis *- DEV environment* *- UAT -"-* *- PROD -"-*		
Scheduling of activities	18/05/17	02/06/17
Implementation	27/06/17	21/08/17
Development	27/06/17	21/08/17
Application	27/06/17	21/08/17
Iteration/Testing	17/07/17	01/09/17
Experimentation	17/07/17	01/09/17
Testing	17/07/17	01/09/17
Lockdown	04/09/17	12/09/17
Release	13/09/17	13/09/17
Post-Release Support	13/09/17	15/09/17

Gantt Chart



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