

Minecraft Game

29-Mar-2017

<http://>

Project manager

Project dates

29-Mar-2017 - 16-Sep-2017

Completion

0%

Tasks

23

Resources

0

Tasks

2

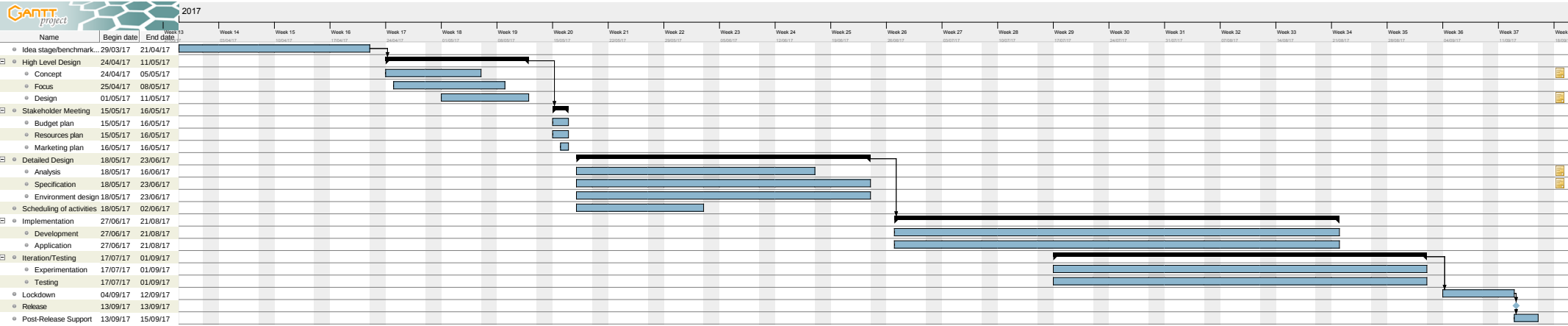
Name	Begin date	End date
Idea stage/benchmarking	29/03/17	21/04/17
High Level Design	24/04/17	11/05/17
Concept	24/04/17	05/05/17
<i>Game Description: This is a very broad description of the game.</i> <i>Genre: What kind of game is it?</i> <i>Platform: Will this run on a PC, console, PDA, phone, etc.?</i> <i>Source: https://e-games.tech.purdue.edu/DesignDoc.asp</i>		
Focus	25/04/17	08/05/17
Design	01/05/17	11/05/17
<i>User Interface: What do the screen elements and menus actually look like? This should include the color scheme, resolution, fonts, etc.</i> <i>Gameplay Elements: What do the game elements look like? This includes sketches of the characters and the setting for the game.</i> <i>Sound and Music: Identifies any needed music and sound effects</i> <i>Source: https://e-games.tech.purdue.edu/DesignDoc.asp</i>		
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
<ul style="list-style-type: none"> - 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: <i>Use Cases - What are the domain processes?</i> <i>Conceptual Models - What are the concepts, terms?</i> <i>System Sequence diagrams - What are the system events and operations?</i> <i>Contracts - What do system operations do?</i> <i>Glossary of terms</i>		
<i>Source: lecture slides</i>		

Tasks

3

Name	Begin date	End date
Specification <i>Game Mechanics:</i> - 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? <i>User Interface Functionality: What are the user interface items and what functionality is needed for each of the items. This includes screens and menus.</i> <i>Narrative: The back-story for the game and characters</i> --Source: https://e-games.tech.purdue.edu/DesignDoc.asp <i>CRITICAL DELIVERABLES:</i> <i>Interaction Diagrams</i> <i>Communication Diagrams</i>	18/05/17	23/06/17
Environment design	18/05/17	23/06/17
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



Resources Chart

5

