**Contract Statement of Work**

**Date: 06/03/2020**

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**Project Name**: Board Game Development

**Contract Name**: Game Application Contract

**Scope of Work:**

We are developing a user friendly and easy to navigate board game application with a high quality speed, sound, graphic game unit. This game is to entertain all generations with simple features. 10 laptops are needed in terms of hardware. It involves both frontend and backend development. Our Board game was build using the OpenGL graphics libraries in visual studio. The programming language used in this project is C++, Java.

**Location of Work:**

The entire development of the application is performed by staying at home and working on assigned part of the project.

**Period of Performance:**

The period of performance for the project is 23 days starting from May 15, 2020 and ends by June 04, 2020. The project must be completed within the schedule. The working hours are from 8:00 AM to 12:00 PM and from 1:00 PM to 5:00 PM. The total number of working hours is 40 hours per week.

**Deliverables Schedule:**

An application that allows the user to play games is going to happen at a particular time. The application has been developed by May 30th 2020.It contains contact page in the name of help. All the features has been implemented including the changes that stakeholder has requested for. The application is ready to deliver to the client by June 4th 2020.Testing has been made thoroughly by the testing team.

**Applicable Standards:**

The standards is to make game creative and interesting. When a user clicks on his/her requirements as per the given game menu it should directly render to that required page. The application must follow all the coding standards. The application must run smoothly irrespective of the environment. The project must reduce the operating costs. The application should be fault free and user friendly.

**Acceptance Criteria:**

It should meet all the requirements specified by the stakeholders such as sponsors, customers, operations teams and subject matter experts during requirements collection stage.

**Special Requirements:**

The developers should have creative thinking and knowledge regarding C++, Java, graphic libraries. They should be experts in critical thinking, artistic vision, game design, game programming.