Project Plan
for
King of Monster

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Contents

1 Overview

The purpose of King of Tokyo is to create a more innovative version of the already established board game on a computer software. This software has a target of an already existing fanbase of the original King of Tokyo game board. The estimated cost for the project is little to no money, with an estimated deliverance date of December 3, 2019.

2 Goals and Scope

2.1 Project Goals

Project Goal	Priority	Comment/Description/Reference
Functional Goals		
Functioning Gameplay	1	Software must be usable to the at least the basics of playing the game
User friendly UI	2	Software must be not have a difficult interface for users
Business Goals		
Time-to-market	1	Software must be completed to available to download by December 2019
efficiency, cost, quality	2	Budget for entire project is to remain zero US dollars
Technological Goals		
Technology useability	1	The software must be usable on any Windows or Mac computer device
Quality goals		
Fluid and ease of use	1	Software should not glitch or skip
Constraints		
Time	1	Only 2 months are alloted to work on software
Budget	2	There is no funding for the project

2.2 Project Scope

This project will deliver a game software that will simulate playing the already existing board game King Of Tokyo but with a Monster Energy drink theme.

2.2.1 Included

Features and gameplay that are similar

2.2.2 Excluded

Theme of game will be different.

3 Organization

3.1 Organizational Boundaries and Interfaces

3.1.3 Resource Owners

Resource Owners are defined in section 5.1.

3.1.4 Receivers

Receivers are defined in section 10.

3.1.5 Sub-contractors

Subcontractors are defined in section 8.

3.1.6 Suppliers

Company: Contact	Deliverable	Comment
Google: Google Docs	Documentation	
Github Inc.: Github		
Unity Tech: Unity	Development	

3.1.7 Cross Functions

Function	Dept.: Contact	Responsibility/Comment
Product Mgmt	N.A	
Marketing	N.A.	
Sales	N.A.	
Service	N.A.	
Training	N.A.	
Manufacturing	N.A.	

Quality	N.A.	
Technology	N.A.	
Supply Mgmt	N.A.	

3.2 Project Organization

3.2.1 Project Manager

Role	**Organization: Name**
Project Manager	Frankie English
Technical Project Mgr.	Brooke Engelking

3.2.2 Project-Internal Functions

Function	**Organization: Name**	**Comment**
Quality Assurance	Brooke and Frankie	
System Test Lead	Lauren	
Validation Lead	Gisselle	
Configuration Mgmt	Lauren	
Change Mgmt	Gisselle and Lauren	

3.2.3 Project Team

Organization: Name	**Availability**	**Comment**
Frankie	Monday-Friday 10AM-9PM	
Brooke	Monday-Saturday 9AM-8PM	
Giselle	Monday-Sunday 8AM-10PM	
Lauren	Monday-Friday 10AM-11PM	

3.2.4 Steering Committee

The SteCo consists of the following members:

Organization	Name	Comment
KOM Game	Frankie	
KOM Game	Brooke	
KOM Game	Giselle	
KOM Game	Lauren	

4 Schedule and Budget

4.1 Work Breakdown Structure

The Work Breakdown Structure (WBS) is documented in the project github.

4.2 Schedule and Milestones

Milestone	Description	Milestone Criteria	Planned Date
M0	Start Project		2019-9-20
	Define project and create vision document	PRS or SRS reviewed Stakeholders identified Impl. Proposal reviewed	
M1	Start Planning		2019-9-27
	Creating project plan and layout of project	Scope and concept described	
M2	Start Execution		2019-10-01
	Getting all the tools and software necessary for project	Requirements agreed, project plan reviewed, resources committed	
M3	Confirm Execution		2019-10-08
	Have doe completed	Architecture reviewed and stable	

M4	Start Introduction		2019-11-10
	Have a functioning project that has had multiple tests	Coding of new functionality finished, Draft documentation	
M5	Release Project		2019-12-3
	Project will be available to the public	Product system tested, documentation reviewed	
M6	Close Project		2019-12-3

4.3 Budget

Category		Budget				
Human Resources (internal)	**M0-M1**	**M1-M2**	**M2-M3**	**M3-M4**	**M4-M5**	**M5-M6**
Human Resources (external)	0	0	0	0	0	0
Purchase (COTS)	0	0	0	0	0	0
Equipment	0	0	0	0	0	0
Premises	0	0	0	0	0	0
Tools	0	0	0	0	0	0
Travel costs	0	0	0	0	0	0
Training	0	0	0	0	0	0
Review activities	0	0	0	0	0	0
other	0	0	0	0	0	0
Total	0	0	0	0	0	0
Total accumulated	0	0	0	0	0	0

4.4 Development Process

Our group divided the project into tasks and assigned each person their own tasks to complete in a specified timeframe. At the end of the time frame, we would meet to discuss our progress, any problems we encountered, and any changes that needed to be made. We chose this approach

because it would get more done working on different aspects of the program at the same time rather than working on the same part all together.

4.5 Development Environment

Item	Applied	Availability by
Methods		
Use Cases/UML	Design	M0
Test Cases	Testing	M1
Tools		
Unity2D	Development	M2
Languages		
C#	Development	M2

4.6 Measurements Program

We fell a little behind schedule and were unable to implement certain aspects of the game, such as the power card function, by the deadline.

5 Risk Management

After careful deliberation, we have concluded the following risks to be the most important and impactful on the project. The risks listed below will be discussed during every team meeting to ensure that we prevent, or at the very least minimize, the expected impact of each risk.

- ➔ Late delivery of project
- ➔ Equipment failure
- ➔ Insufficient documentation causing confusion during revision periods
- ➔ Change in requirements of project
- ➔ Project does not meet expectations

Risk Analysis

Risk	Probability	Impact
Late delivery of project	20%	High
Equipment failure	50%	High

Insufficient documentation causing confusion during revision periods	10%	Medium
Change in requirements of project	15%	Low
Project does not meet expectations	15%	Low

6 Sub Contract Management

At this time, the project does not require a subcontractor since we plan to complete all parts of this project within our project team. If we are unable to complete time sensitive tasks in the amount of time we allotted for them, we may need to enlist the help of a subcontractor in order to ensure the project is completed by the deadline.

7 Communication and Reporting

Internal Communication

Type of Communication	Method	Schedule	Information Discussed	Participants
Project Meetings	Telecommunication/ face to face meeting	Weekly	-project status -potential risks -problems -project reports and data -changed features	-Project Manager -Project Team
Milestone Meeting	Telecommunication/ face to face meeting	Before every Milestone	-progress towards milestone completion -any problems encountered	-Project Manager -Project Team
End of Project Meeting	Telecommunication/ face to face meeting	Week before deadline	-experiences -feedback/criticism	-Project Manager -Project Team

External Communication

Type of Communication	Method	Schedule	Information Discussed	Participants
Project Reports	Face to face meeting/spreadsheet	Monthly	-project status -risks encountered -projected finish date -new features	-Project Manager -advisors

8 Delivery Plan

Documentation
Vision Document
Project Plan
Game Features and Requirements
Risk Monitoring and Management
Software Specifications

Implementation
System Prototypes
Interface Outline
Complete Database
Complete Interface
Complete System
Testing and Results
Completed Project

9 Quality Assurance

Members - Frankie, Brooke

The role of the quality assurance team will be to ensure that the project does not stray from our initial plan or expectations, and to make sure that if this does begin to happen that the development team is put back on track. At each stage of development the quality assurance team will review the progress and ensure that the specifications and expectations of that phase have been met. It will be the responsibility of both the development team and the quality assurance team to report all bugs or errors that have occurred during the course of the development process. The teams will cooperate to make any necessary fixes or enhancements that are brought to the group's attention.

10 Change Management

Members - Gisselle, Lauren

The change management teams primary responsibilities will be to monitor and control any changes, substantial or minor, that are made to the code or development plan. Any changes that are going to be made to the plan, whether it be in the code or development plan, must be reported to the team accordingly and reviewed by quality assurance. This will ensure that the team is always aware of the state our project is in and we can track and fix errors or bugs at a much faster rate. This also allows us to streamline our progress by keeping everything organized and clear.

11 Security

- A system in place to prevent a user from gaining access to the games code base allowing them to cheat.
- Encryption of users personal data to ensure that none is stolen by any form of malware, should we add an online component to our game.
- Run regular security checks to ensure that nothing has been compromised.
- Authorize only our development team access to the code base.
- Any and all security breaches must be reported to the entire team, any development will be halted until the breach has been taken care of.

12. Abbreviations and Definitions

KoM	King of Monster
QA	Quality Assurance
CM	Configuration Management

13. References

[1] Template Project Plan

[2] Project Plan Example

[3] Vision Document

14. Revision

Revision Index	**Page (P) Chapter (C)**	**Description**	**Date Dept./Init.**
1	--	Original Version	9/24/2019
2	--	Post implementation	12/3/19