Project Deliverable E

# 

February 16, 2020

Submitted by:

Victoria Johnson

Anika Prottasha

Andre Pundit

Graeme Neill-Klein

Oluwafikunmi Kilanko

# 

Table of Contents

[**Introduction**](#_oc58qguq4yb) **3**

[**Project Plan**](#_2qusnsl4lp1f) **3**

[**Risks and Contingency Plans**](#_hpgm7o59ulqf) **5**

[**Bill of Materials**](#_md71opufjfs5) **6**

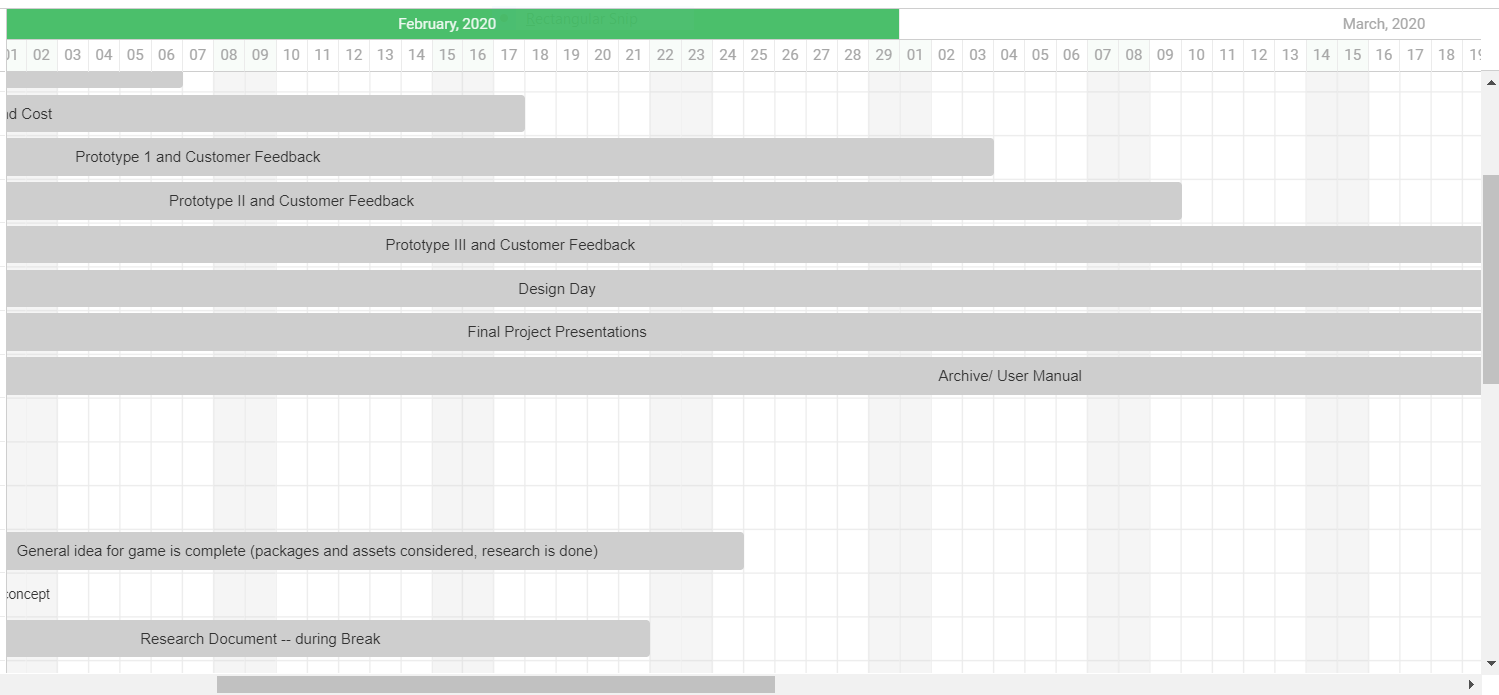
[**Conclusion**](#_p7maj6tu8vs) **6**

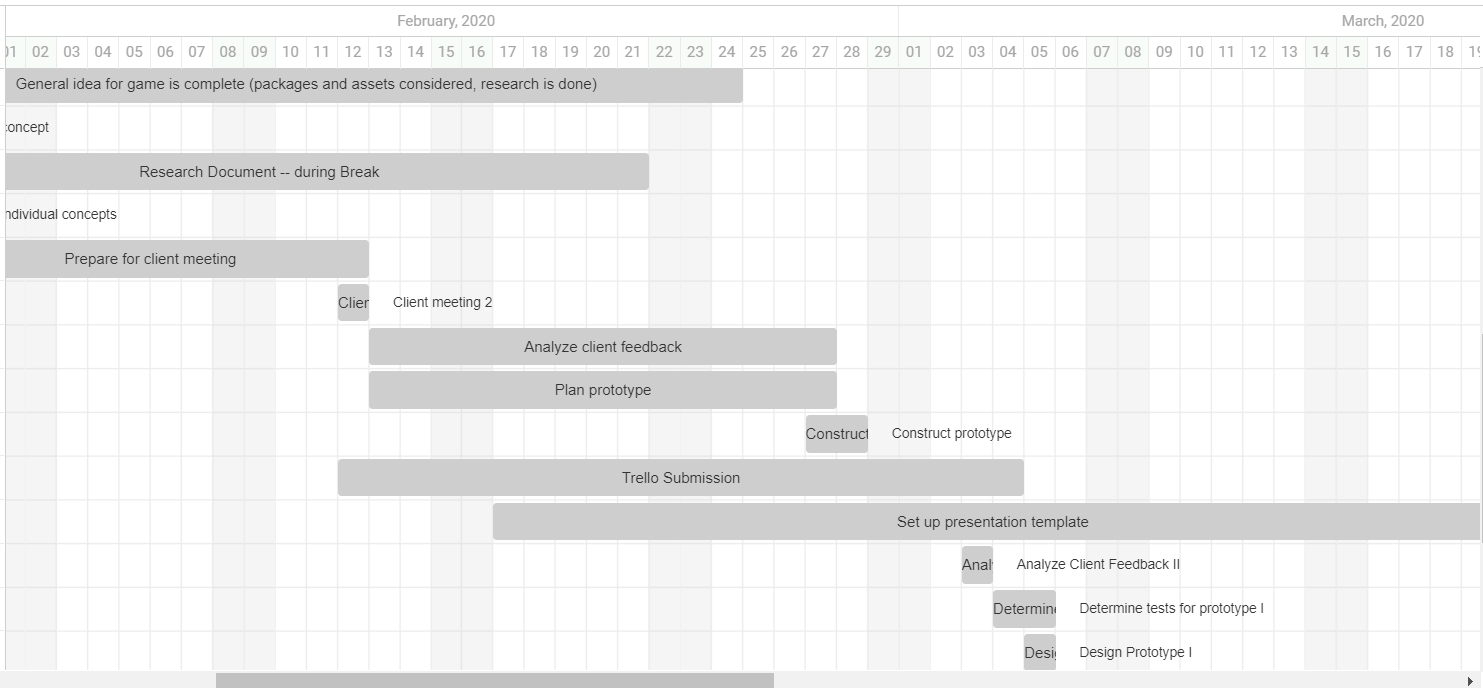
# Introduction

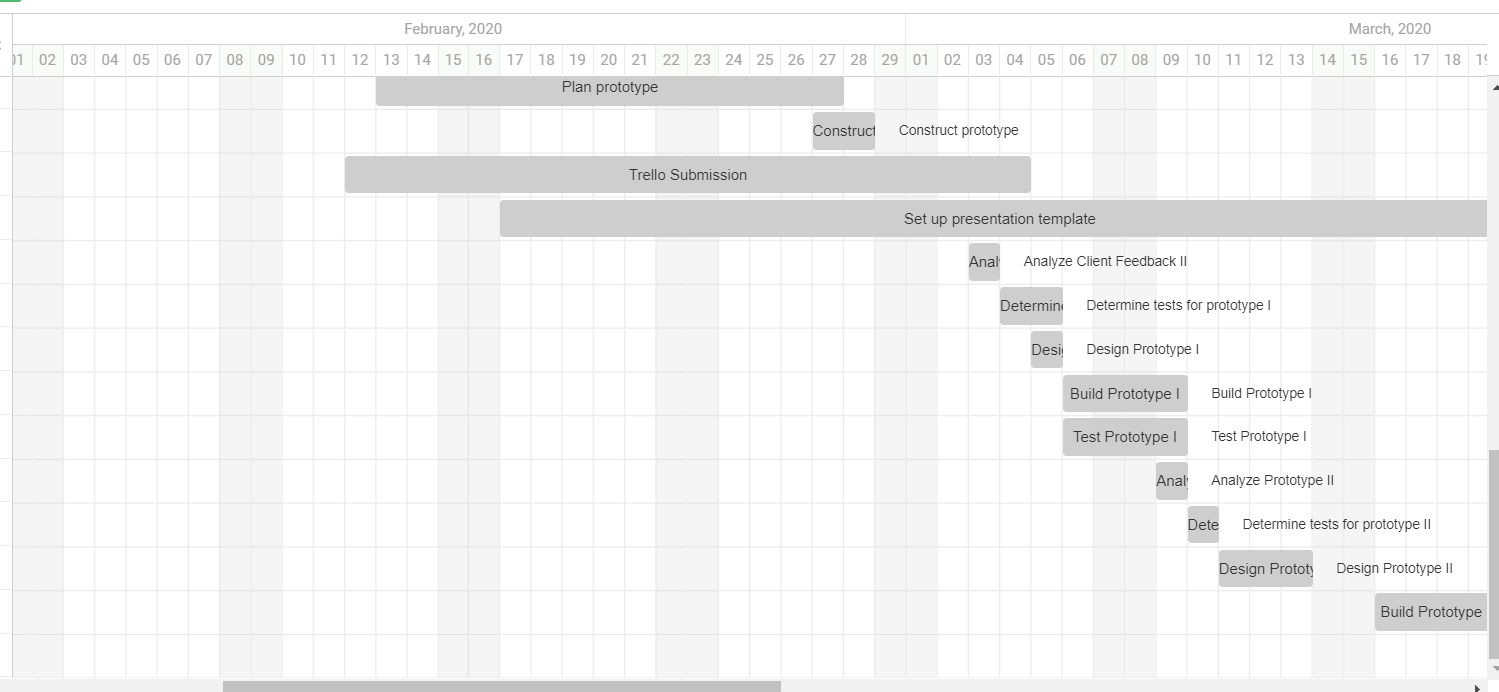
In the previous deliverable, our team decided on our concept through a combination of individual concepts and screen test. In this deliverable, our team will introduce our project plan with a complete gantt diagram, discuss the risks with our project and show the bill of materials for this project. This deliverable will set up the team goals and plan for the rest of the semester.

# Project Plan

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Owner | Duration | Due date |
| Project Schedule and Cost | Everyone | 1 day | 16/2/2020 |
| General idea for game is complete   * packages and assets considered, research is done | Everyone | 7 days  (reading week) | 23/2/2020 |
| Plan prototype | Everyone | 1 day | 26/2/2020 |
| Analyze client feedback I | Everyone | 1 day | 26/2/2020 |
| Construct Prototype | Everyone | 2 days | 28/2/2020 |
| Deliverable F: Prototype 1 and Customer Feedback | Everyone | Milstone | 2/3/2020 |
| Analyze client feedback II | Everyone | 1 day | 3/3/2020 |
| Determine tests for prototype I | Everyone | 1 day | 4/3/2020 |
| Design Prototype I | Everyone | 2 days | 5/3/2020 |
| Build prototype I | Everyone | 3 days | 8/3/2020 |
| Test prototype I | Everyone | 1 day | 8/3/2020 |
| Deliverable G: Prototype II and Customer Feedback | Everyone | Milestone | 8/3/2020 |
| Analyze client feedback II | Everyone | 1 day | 9/3/2020 |
| Determine tests for prototype II | Everyone | 1 day | 10/3/2020 |
| Design Prototype II | Everyone | 4 days | 13/3/2020 |
| Build prototype II | Everyone | 6 days | 19/3/2020 |
| Test prototype II | Everyone | 3 day | 22/3/2020 |
| Deliverable H:Prototype III and Customer Feedback | Everyone | Milestone | 22/3/2020 |







# 

# Risks and Contingency Plans

It is important to plan for potential risks as these factors can slow progress and drive the team off track. Formulating contingency plans can help minimize the failures and limit damage caused by these potential risks. We will be assessing two main types of risks, internal risks that can be influenced by us and external risks such as a fall of events causing a team member to not deliver their part of the project. This is a matter of very high risk, because if mishandled, it could delay the entire process, forcing our team to reassess which may affect the quality of the final product. We have set team protocols stating the member that’s not able to deliver should inform their team as soon as possible so the team could distribute the task among other members and complete the prototypes on schedule. Sometimes, we may encounter situations where we fail to translate a component of our sketch to the actual program. The pre-programmed version of an aspect may not be available within set budget, which may prompt revaluation. In such cases, we will hold a short team discussion exploring different ways to transmit the same information to our audience. In case we run into issues where our prototype does not run as expected, we will revise the design, locate the problem and refine that specific component such that it matches the overall design and is effective. Much of our time and cost assumptions are estimates and therefore we run the risk of certain tasks taking longer than expected. To prevent such inaccuracies, we will use the formula for time estimation where the expected time lies between the average time and worst-case scenario. Doing so reduces the failure rate from 50% to 10%. We will also optimize the time spent by assigning dependent tasks to the same person, allowing simultaneous work. A good practice is to overestimate the costs slightly, to allow room for any errors. Since a major part of the project is the implementation of our designs into our program using software, there is always the possibility of experiencing software issues such as compilation problems or our work not being saved. The nature of these risks is moderately likely but low risk. However, to prevent losing much progress, we should save our work multiple times during the process as soon as any advancement has been made. In case there are problems with the software that we are not able to solve, we can acquire the help of TAs.

|  |  |  |  |
| --- | --- | --- | --- |
| Risks | Chance | Impact | Contingency |
| Team member can’t deliver | Low | Very high | Inform teammates asap, the team will distribute task among other members |
| Can't translate component of sketch to program | Moderate | Moderate | Reassess, refine specific components and find other ways to translate the information. |
| Wrong time and cost estimations | Low | High | Use formula stating the right estimation for time is between the average time and worst case.  Assign the same person for dependant tasks. Over estimate cost by a bit to allow room for errors. |
| Software issues  (compilation, playback, not saved etc.) | High | Low | Save work as soon as progress has been made. If not sure how to handle software issues, get help from TAs. |

# Bill of Materials

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Part # | Part Name | Description | Qty | Picture | Unit Cost | Cost ($) |
| 1 | Skybox | Shows the sky with clouds for the macro | 1 | Image result for skybox | Free | Free |
| 2 | 300 Effects | Offers over 300 effects including fire, explosions, smoke, rain, etc. | 1 |  | $5.00 | $5.00 |
| 3 | Map Designer | Offers the ability to create any kind of node based map to show levels in your game, 2d and 3d. | 1 |  | $20.00 | $20.00 |
| 4 | 3D Animated Bow & Arrow | Contains a bow and arrow at can be used for the testing process | 1 | screenshot  1/7 | $9.00 | $9.00 |

# Conclusion

In this deliverable, our team came up with a plan for the rest of the semester. This included the project plan, complete with the tasks, duration and the trello for the rest of the semester. It also includes the risks and contingency plans that we will use incase of problems during the project. Finally, the bill of materials, which shows what materials we will need for the prototyping and their cost. The team will refer back to this deliverable during the rest of the semester to keep us on track.