Project Deliverable E: Project Schedule and Cost

Group E1
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Introduction:

In this deliverable, the group shall use its design chosen from deliverable D and further explain how the group will develop and refine the design until it is ready for the final design day. The group will give each member a task in which the member shall complete it within the required time frame.

Plan:

The plan that the group will use to ensure the completion and quality of work for the design chosen from deliverable D (bird flying game) is to ensure that each member is given work in which they are comfortable and to ensure each member is given a fair amount of work which is attainable.

Cost of project:

The group does not plan to spend any of budget due to all resources being supplied to the group already (unity3D).

Schedule until 3rd client meeting:

Name	Task	Beginning date to end date	Amount of days
Nathan Villar	Design the island's landscape	February 17 - March 1	13 days
Shane Armstrong	Design trees for the island	February 17 - March 1	13 days
Ben Hogan	Design the bridge walking onto the island	February 17 - March 1	13 days
Ricardo Chan	Design the bird for the island	February 17 - March 1	13 days
Nathan Villar	Begin to develop the birds flying route	March 1- March 7	6 days
Client meeting March 8th			

Milestones:

Name	Milestone
Nathan Villar, Shane Armstrong, Ben Hogan	Deliverable F (February 26)

& Ricardo Chan	
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Deliverable G (March 5)

Schedule until 4th client meeting:

Name	Task	Beginning date to end date	Amount of days
Nathan Villar	Finish the development of the birds flying route.	March 8 - March 11	3 days
Shane Armstrong	Develop in-game soundtracks	March 8 - March 11	3 days
Ben Hogan	Develop in-game text for the introduction	March 8 - March 11	3 days
Ricardo Chan	Implement the birds flying route into the game	March 11- March 28	18 days
Nathan Villar	Develop in-game controls for choosing options	March 11- March 28	18 days
Ben Hogan	Develop the in-game speed of the bird	March 11- March 28	18 days
Shane Armstrong	Develop a trademark tree for the island	March 11 - March 20	9 days
Client meeting March 29th			

Risks:

With this part of the development of the game, there are risk associated with the development of the birds flying route and speed of the bird. The reason for this is because the bird's flight must long enough to endure a whole radiation treatment (15-20 minutes) as well as making sure the bird does not crash into anything as if it does crash the group must create a in-game mechanic of what will happen when the bird crashes. The bird's speed must also be a slower pace due to the fact that it may induce nausea for the patients.

Milestone:

Name	Milestone
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Deliverable H (February 26)
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Deliverable I (March 5)
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Design Day Presentation (March 28th)

Schedule for final presentation day:

Name	Task	Duration
Nathan Villar, Shane Armstrong, Ben Hogan, Ricardo Chan	Develop a poster explaining and displaying the final product	March 28 - April 5
Nathan Villar, Shane Armstrong, Ben Hogan, Ricardo Chan	Prepare for final presentation	March 28 - April 5
Presentation day (April 5)		

Milestones:

Name	Milestone
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Deliverable H (February 26)
Nathan Villar, Shane Armstrong, Ben Hogan & Ricardo Chan	Deliverable I (March 5)

Conclusion:

In conclusion, the group has split the schedule into three separate sections ensuring that all requirements are met and completed to ensure the best final product to give to the cancer patients are Ottawa Hospital. The risks associated with the game is the birds flying route and

speed due to the fact it may induce nausea if not implemented correctly. The cost of the project is projected to be $0 due to the fact that everything needed for the project is given.