

Project 4 Mobile device first person shooter

Project Management Plan

COP 4331, Fall 2014, 2014

Modification history:

Version	Date	Who	Comment
v0.0	09/17/14	Alexander Mena	Establishment of Project Management Plan

Team Name: Group 7

Team Members:

- Jonathan Coole
- Alexander Mena
- Michael Chisolm
- Raymond Cload
- Zachary Duckett
- Seiji Uchiyama

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Project Overview

We are creating a mobile first person shooter. People will be able to download this game onto their Apple device and from there they can choose to host or join a game. After that they will be able to create or join different game modes and connect to other players who have the game. Players must have an internet connection and a mobile device.

Reference Documents

- [Concept of Operations](#)
 - [Test Plan](#)
 - [Software Requirements Specification](#)
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Applicable Standards

- Coding Standard The minimal acceptable standard for code is that the developers will follow proper naming conventions, will leave comments on functions stating what they do and will follow proper code etiquette.
 - Document Standard: Documentation will be recorded in Times New Roman 12 point font, using proper grammar, and single spacing. Modification history will be maintained and recorded with authors' names.
 - Artifact Size Metric Standard: The size of this project will be measured by lines of code. Also, we will measure the size of the file by how much space it takes up(kb, mb). We will measure latency in seconds.
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Project Team Organization

Our group is composed of 6 members:

- Jonathan Coole
- Alexander Mena
- Michael Chisolm
- Raymond Cload
- Zachary Duckett
- Seiji Uchiyama

Role in project:

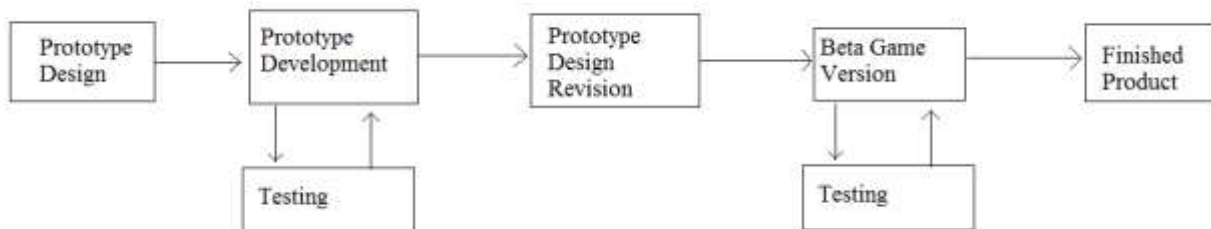
- No roles assigned yet

Communication will be done with face-to-face meetings along with e-mails, and the group discussion board provided to us. If urgent communication can be done over text messaging or Skype.

Deliverables

Artifact	Due Dates <some will have multiple deliveries>
Meeting Minutes	
Individual Logs	
Group Project Management Reports	
ConOps	9/18/14
Project Plan	
SRS	9/18/14
High-Level Design	10/23/14
Detailed Design	10/23/14
Test Plan	9/18/14
User's Manual	11/25/14
Final Test Results	11/25/14
Source, Executable, Build Instructions	11/25/14
Project Legacy	11/25/14

Software Life Cycle Process



Tools and Computing Environment

iOS Operating System, using Unreal Engine 3

Configuration Management

Our group will be using github to ensure everyone is working on the most current version of code and can update whenever they have the time to.

Quality Assurance

All team members will come up with tests cases for the program to try and break it. Tests will occur with each update to make sure the program continues to work properly. One team member will be assigned to make sure the program gets tested with each update. A quality assurance report can be made with the final version of the program once the program has been rigorously tested.

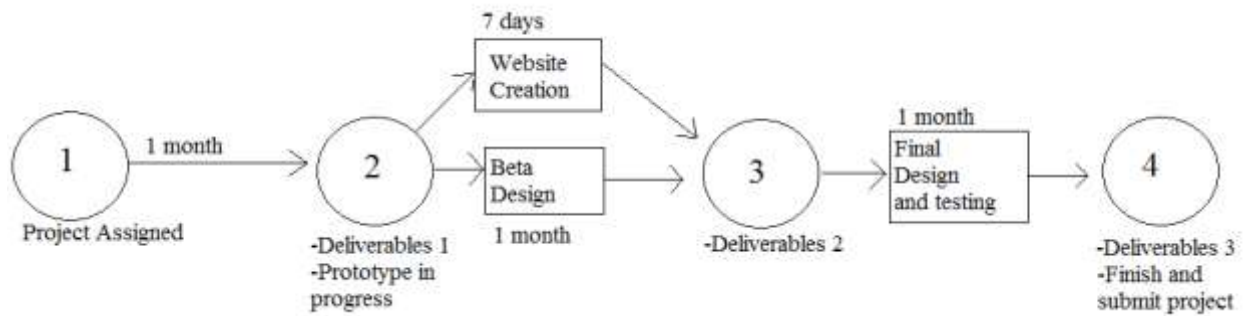
Risk Management

- Compatibility issues with engine and mobile platform. Compatibility issues will be figured out in the early stages of development.
 - Loss of functionality due to mobile platform. Team will develop working around the loss of functionality.
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Table of Work Packages, Time Estimates, and Assignments

Activity	Person Assigned	Estimated time
Discussion	Everyone	1 hour
Development	Everyone	50 hours
Reports	Everyone	1 weeks

PERT Chart



Technical Progress Metrics

Activity	Predecessor	Optimistic time	Normal time	Pessimistic time	Expected time
Game Prototype		2 week	3 weeks	5 weeks	3.167 weeks
Stage		1 week	2.5 weeks	4 weeks	2.5 weeks
Character models		1 weeks	2.5 weeks	4 weeks	2.5 weeks
Weapons		1 weeks	2.5 weeks	4 weeks	2.5 weeks
Game beta	Stage, Character models, weapons	3 weeks	4 weeks	6 weeks	4.167 weeks

Plan for tracking, control, and reporting of progress

Each team member will be responsible for what is assigned to them. A weekly discussion will occur talking about our progress and mentioning if anything needs to be done by next week. Any progress made will be made with a post on the discussion board.