



Synchrony Video Game

Flash Site

Project Plan

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Document Version Control

Version	Date Changed	Author	Changes
1	August 19 2008	Rae Aberdeen	Document created
2	September 14 2008	Rae Aberdeen	Document updated / changed

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Executive Summary

Project Overview

This project is going to create a Flash website for the video game Synchrony produced by VFS Game Design students. The main goal of the project is to showcase professional skills using Actionscript coding to carry out a memorable site for both the video game and the developer.

Research is required for early stages of this project. Consideration of proper materials is a must for the developer and will result in meetings with the Game Design faculty. Communication between the Jet Theory team (developers of the game) must be carried out to obtain assets required for the process and should be concluded and delivered by the beginning of term 5.

A fair amount of learning is required for this project to be successful. Learning coding for making a media content player and loading it using XML is required as well as advancing skills with Object Oriented Programming techniques. Another major task to be carried out in early stages is to code a side-scrolling image viewer and externally load the images again using XML. A lot of focus on this project is pre production in both obtaining assets to work from and learning new coding methods with Actionscript.

Weekly meetings will occur between the Project Manager and the external advisor Ryan Eaves to both assist in development mentorship and to make sure the project is moving forward on all aspects of design and implementations.

Design prerequisites must include a style guide and mockups for the site before actionscripting and development can begin. The development phase of this project must be started by week 3 of term 5 in order for time constraints to be managed well.

The Final deliverable will be a professional coded website successfully promoting the game Synchrony and producing a memorable experience for the users. A Case study will be produced in great detail showing the complete life and development of the project.

Key Points

Goal

All the work needed to complete the project.

Project Objectives

1. Demonstrate direction from an IDD provided from a major design studio and format Actionscript coding in a professional manner.
2. Demonstrate OOP programming and maximize its usability in the project.

Estimated Completion Date

November 6, 2008

Estimated Work Hours

221

Estimated Budget

\$7842

Scope Management Plan

Scope Statement

A flash website will be created using Actionscript coding and OOP methods. In beginning stages of the project proper assets will be gathered from the Jet Theory team so there is all the content needed to carry this project out. All content on the site will be used from work created only by Jet Theory. None of the content will be produced by the developer, this includes character/environment descriptions, audio, screen shots, and in game videos/trailers. All assets will be supplied by Jet Theory with exceptions of layouts for the website and necessary visual assets for displaying media and content on the site which will be created by the developer.

All coding will be done by the developer and no one else. No external work will be required on this project. The majority of this project intends heavily on production and post production phases.

- 1. Case Study
- 2. Flash Website

Scope Change Procedures

Scope changes will be assessed by the Project Manager and Developer. Considerations will be looked at and adjusted according to constraints and the risks involved.

Scope Management Terms

Scope

All the work needed to complete the project.

Scope Change Procedures

Method by which changes will be proposed, means by which changes will be accepted or rejected, and responsibility for updating the project plan.

Work Breakdown Structure

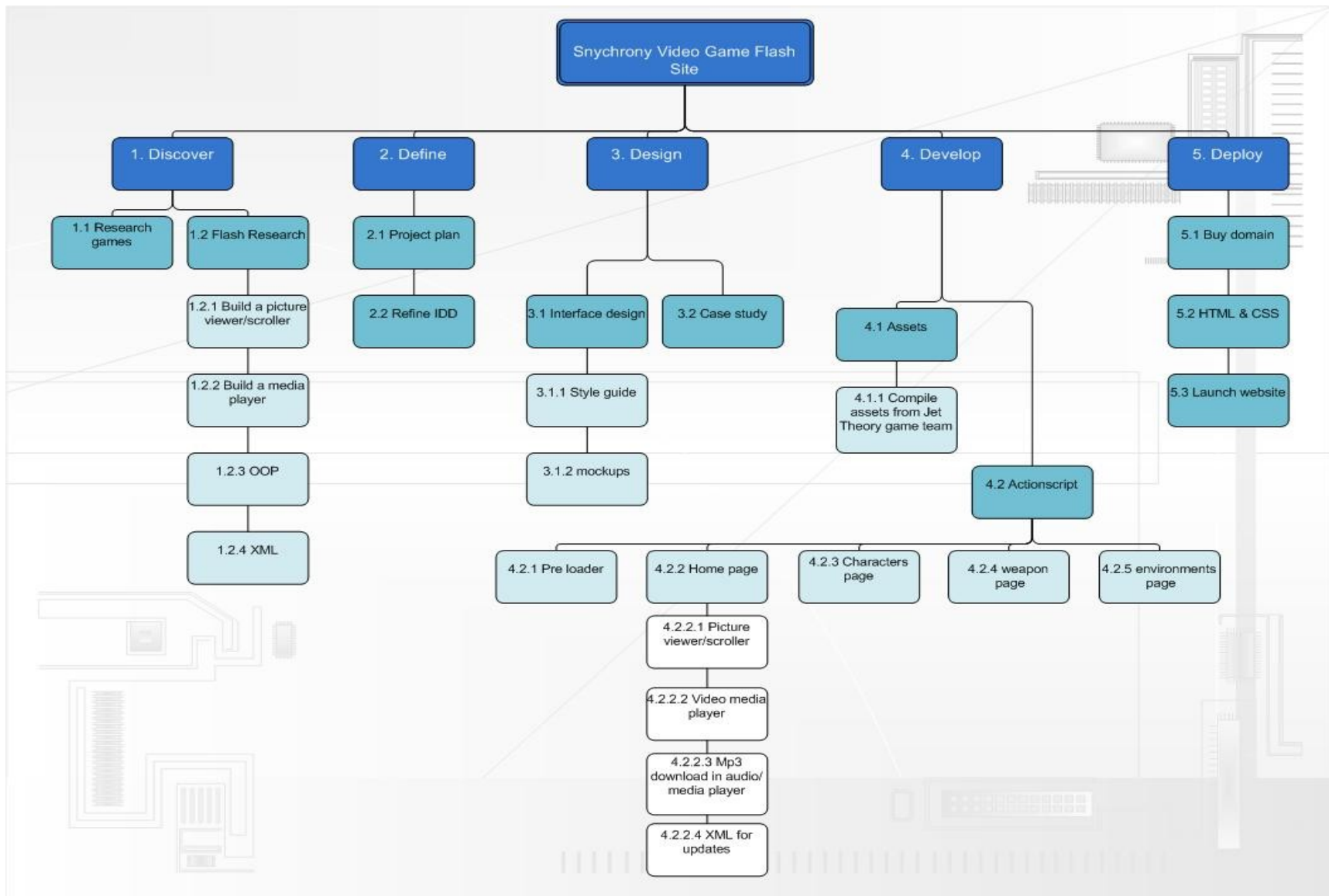
A hierarchical model of all the work to be done on the project.

100% Rule

The work breakdown structure must show one hundred percent of all the work to be done on the project including project management work.

Work Breakdown Structure

The Work Breakdown structure is included on the following page.



Time Management Plan

Project Schedule

Date	Milestone Or Deliverable	Approved By
July 29	Project Pitch	Rae Aberdeen
August 8	Determine video game	
August 8	Meet with Ryan Eaves	
August 20	Version 1 of Project Plan due	
August 27	Gather assets for Synchrony	
Sept 2	Learn coding for XML, media player, image scrolling viewer, OOP, pre loader	
September 15	Mockups done, style guide done	
September 16	Start development - coding	
November 1	Domain purchased	
November 4	Case Study completed	
November 5	Launch site, complete project	

Time Management Terms

Duration

The length of time a task will take to complete.

Effort

The number of hours of labour involved in completing a task.

Dependency

The relationship between two tasks that determines when the second task can begin or end.

Lead

Time a particular task must start before the subsequent task can begin.

Lag

Waiting time after a task has completed before a dependent task can begin.

Critical Path

The longest chain of dependent tasks. It determines how long the project will take to complete.

Task List

WBS	Task Name	Task Details	Resources	Effort	Duration
1.1	Research Games	Find game with lots of assets to work with	Jacob Tran, Game Design teachers, computer with the Unreal engine	6	6
1.2 .1	Code picture viewer/image scroller	Actionscript code to display content in a side scrolling image viewer	Brett Forsyth, tutorials, AS3 books	8	8
1.2.2	code a media player	Actionscript code to display media for videos, songs, screen shots	Brett Forsyth, tutorials, AS3 books	8	8
1.2.3	Learn OOP	Read an OOP book: Design Patterns	O'Reilly Design Patterns	15	15
1.2.4	Learn how to load XML	XML loading pictures, videos, songs	Brett Forsyth, tutorials, AS3 books	8	8
2.1	Project Plan	Project Plan		6	6
2.2	Redefine IDD	Re arrange the IDD to suit the video game and its content	Ryan Betts, Ryan Eaves, Brett Forsyth	6	6
3.1.1	Style guide	Colors, moodboards, typeface	Ryan Eaves	6	6
3.1.2	mockups	Create assets	Ryan Eaves	15	15
3.2	Case Study	Full document covering the project	Sebastien de Castel	20	20
4.1.1	Gather assets from Jet Theory Team for Synchrony	Screenshots, videos, trailer, levels, characters, story, weapons, environments, maps, songs	Jet Theory	10	10
4.2.1	Code Pre Loader	Pre loader	Brett Forsyth	20	20
4.2.2	Media loader	Media loader	Brett Forsyth	20	20
4.2.3	Characters page	Showing main character, enemies, brief descriptions about them	Jet Theory	20	20
4.2.4	Weapons page	Showing weapon and its uses	Jet Theory	20	20

WBS	Task Name	Task Details	Resources	Effort	Duration
4.2.5	Environments page	Show level details and objects to be phased in/out, maps	Jet Theory	20	20
5.1	Buy domain	Purchase website for launch	Internet host	6	6
5.2	X-HTML & CSS	Coding for launch of site	Brett Forsyth	8	8
5.3	Launch Site	Upload to server	Brett Forsyth	5	5
Total hours of effort				221	

Human Resources Management Plan

Team Overview

Name	Role	Responsibilities	Hours	
Rae Aberdeen	Developer/Designer	PM, interface design adjustments, persona development, ActionScript coding, research	221	
Ryan Eaves	Advisor	Weekly meetings, assistance	20	
			Total	241

Human Resources Terms

Work Package

A group of tasks assigned to a person or small group. In this document, if two people work on the same WBS element, split the hours of effort between them based on their share of the work to be done.

Required Skills Analysis

Skills Required	Team Member Assigned	Required Level	Current Level	Development Strategy
ActionScript coding	Rae	Medium-high	Low-medium	Rae will study on actionscript early in the project and learn how to create a media content browser. He will constantly read actionscript material to push his coding skills to level with the project.
Research	Rae	High	High	
Style guide	Rae	Medium	High	
Mockups	Rae	High	High	

Cost Management Plan

Budget Overview

Cost Category	Subtotal
Labour Costs	7800
Materials Costs	54
Usage Costs	0
Total	7854

All labour costs focus on Research and Actionscript coding.

Labour Costs

Role	Total Hours	Per Hour Cost	Subtotal
ActionScript coding	150	50	7500
Research	6	50	300
John Doe – Scroll Panel coding	12	50	600
			0
			0
Total Labour Costs			8400

Materials Costs

Material Type	Quantity	Unit Cost	Subtotal
O'Reilly Actionsript Design Patterns	1	54	54
			0
			0
Total Materials Costs			54

Usage Costs

Role	Quantity	Unit Cost	Subtotal
			0
			0
Total Labour Costs			0

Quality Management Plan

Quality Priorities

The final product has to be memorable in order for the developer to benefit from this project. A well programmed website will be valuable to a company looking to take on a junior developer as it will showcase their skills to be taken on by a company.

It has to be well structured and require professional scripting to show potential teamwork with a development team. It will also contain OOP to show more than procedural programming. The development will follow an IDD supplied by Blast Radius and must follow the guidelines stated by the document in order to show I can take on a project from a real world client.

1. memorable
2. Professional
3. Well structured

Quality Management Terms

Quality Standard

A measurable characteristic of the work produced that is needed to achieve the project objectives.

Quality Assurance

Actual work that will be performed which will increase the likelihood of meeting the quality standards of the project. Quality assurance tasks should appear in the work breakdown structure.

Quality Control

Testing points in the life cycle of the project where the work performed will be measured against the quality standards established in the plan. Quality control tasks should appear in the work breakdown structure.

Quality Plan

Quality Standard	Quality Assurance Tasks	Quality Control Tasks
1. Well structured code	<ol style="list-style-type: none"> 1. Assistance from Ryan Eaves 2. check with Brett Forsyth 3. schedule meeting with Blast Radius to discuss proper structured code 	Get feedback from Blast Radius
2. memorable site	<ol style="list-style-type: none"> 1. conduct a large competitive analysis for web game sites 2. get feedback from Jacob Tran 3. work with Ryan eaves to have a conceptual plan for the site 	Test reactions and feedback from classmates

Risk Management Plan

Project Risk Tolerance Statement

A major risk for the project is receiving assets from the Jet Theory game team. The assets are the most important part of the project because without them it would result in a site with no content and they also implement all the choices for overall aesthetics. If the assets are not received by start of the development phase the assets will be taken from their website and blogs from the team members of Jet Theory.

The action script coding required for the project may be too advanced for the developer in which case would result in a failure of the project. The overall goal of this project is to learn Actionscript coding to translate an IDD and to show a studio work can be delivered by the developer. This risk will require a lot of research and learning coding techniques before development proceeds.

Risk Register

Risk Area	Severity: High,Med,Low	Probability: High, Med,Low	Management Strategy	Risk Trigger	Person Responsible
Obtaining assets	High	Medium	Contingency		Rae Aberdeen
Actionscripting level	High	Medium	Acceptance		Rae Aberdeen

Communications Management Plan

Communications Expectations

An IDD is supplied by Blast Radius and any interaction adjustments will be made between Rae Aberdeen and Ryan Betts from Blast Radius. Communication between email will best suit both parties and once the adjustments have been made the developer will continue onwards to the development phase of the project.

Rae Aberdeen and Ryan Betts will communicate on a weekly basis constantly discussing the project work flow and any concerns at the time. Once a week meetings between both individuals will occur to plan production for the week to come and to focus on completion of tasks for the week to follow.

Communications Requirements

Stakeholder	Information Needs	Frequency & Timing	Method Of Delivery
Client – Blast Radius	Project statuses and risks to objectives	weekly	email
Ryan Eaves	Project statuses and risks to objectives	Daily, weekly	email

Procurement Management Plan

Procurement Overview

An outside member will be contracted to assist with Actionscripting code for a scroll panel that contains assets loaded via XML. This part of the project puts scope at risk and it is decided to externally have the scroll panel done.

The scrollbar will be 800 pixels wide and hold thumbnails for content being loaded into a media content loader that will display pictures, videos and mp3 files. The thumbnails must be 150px by 80px and when scrolled horizontally will move two thumbnails at a time. The scroll effect will be controlled by 2 buttons with down clicks opposed to the mouse movement controlling the selections. The thumbnails will be loaded with an XML file.

Procurement Terms

Solicitation

Requesting outside bids to provide products or services needed for the project.

Source Selection

The means by which providers for particular products or services will be selected.

Procurement Plan

Required Product Or Service	Source	Date Needed	Team Member Responsible
XML loaded scroll panel containing content to be loaded into media content loader		Sept 30 th 2008	John Doe

Project Approvals

Role	Name	Signature
Project Manager, Developer, Designer	Rae Aberdeen	

Confidentiality Note
Please request permission of the project manager prior to giving copies of this document to people outside the project team or sponsor.