



# PROJECT PLAN

Group 23 - Alex, Jack, Luke, and Reid

# Overview

**01** Project Overview

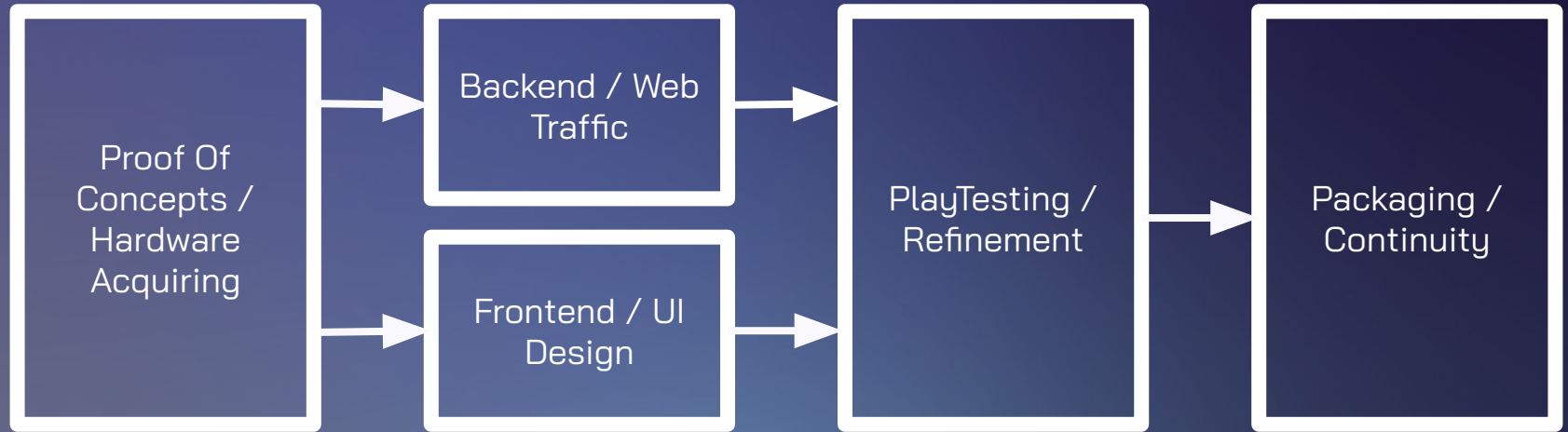
**04** Milestones and Metrics

**02** Management Style

**05** Risks and Mitigation

**03** Task Decomposition

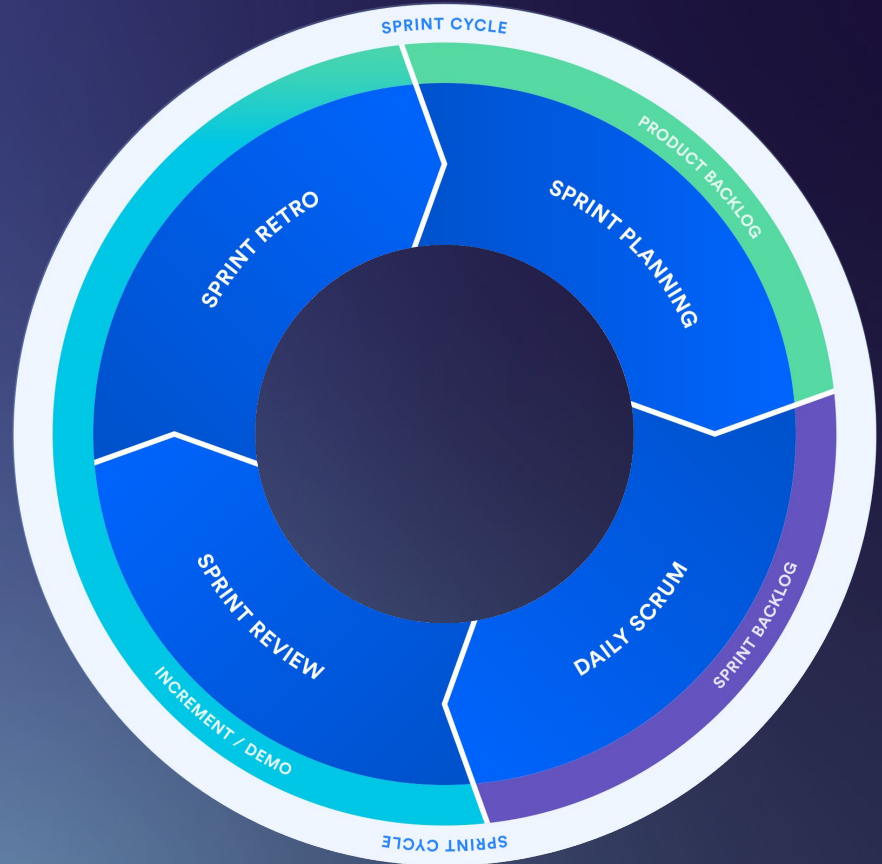
# Project Overview



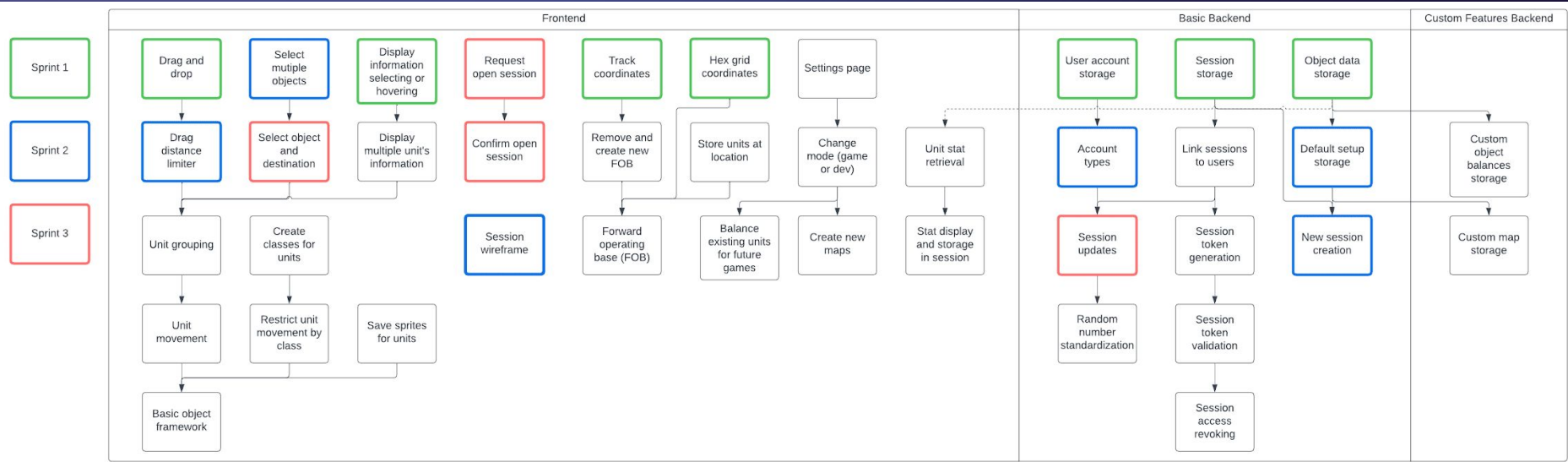
# Management Style

## Weekly SCRUM Sprints

- Monday team meeting
- Thursday check-in/advisor meeting
- Flowchart tasks with color code for sprints



# Task Decomposition



# Milestones and Metrics

## Core Components

Proof of Concepts for:  
Drag/drop, hexagon grid, data storage, front/back web traffic, range display, menu, and dropdowns.

## UI

Menu, dropdowns, range display, asset access, and display views.

## Backend Framework

Data storage modules and web traffic connected.

## Game Logic

Battle math, asset interaction, inject card logic, wait-for-turn, and asset editing.

## Frontend Framework

Hexagon grid math, web traffic, drag/drop, and menu.

# Milestones and Metrics (Continued)

## Core Components

Do we have a way to accomplish the items?

## UI

Is the UI usable by the intended user? What is their feedback and has it been implemented?

## Backend Framework

Are the components connected? Do they function as the original Proof of Concept intended? Can it give the Frontend the proper data and save data sent to it?

## Game Logic

How robust is the testing suite? Are all assets and functions implemented in the game? Is the rulebook fully realized?

## Frontend Framework

Are the components connected? Do they function as the original Proof of Concept intended? Does the Backend give the proper data when requested and does it load all data sent to it?

# Risks and Mitigation

## Backend Security

- Token system for game access
- Data sanitization

## Classified Information

- Refer only to openly sourced unclassified documents

## Bugs After Release

- Extensive playtesting with ~60 testers
- Testing suite built into app deployment
- Documented code for future developers



# Recap

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