



Serious Game Project plan

Version history0.1

Version	date	Description	Authors
0.1			

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1.4. Acceptance of Delivery and Project Reviews

Review	Date	Acceptance

1.5. Quality Targets

Results/Deliverables

Result Deliverable	Quality Target	Measurement



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Processes

Quality Target	Measurement

1.6. Process Success Criteria

Table below shows the description of the success criteria for this project. Success is divided into three different levels which are acceptable, good and excellent. For all three levels, table presents measurement criteria, which is used to validate the success.

Success	Measurement



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2. Project Phase Plan and Schedule

Phase	Description	Deliverable & Desisions	Milestone
Phase 1			
Phase n			

3 Project Tasks

Project management tasks:

Design:

Testing:

Coding:

The tasks related to software development, testing and design are shared in a more accurate level among the project group members in the beginning of each sprint ensuring that the project remains within the planned timetable.

4 Project Resources and Workload

See appendix "Resource Usage".



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5 Project Facilities

5.1 Working Premises

Table below lists all the premises reserved for this project. Also the purpose of each premise is presented.

Premise	Purpose

5.2 Hardware and Other Equipment

Table below lists all the hardware and other equipment needed for this project. Also the purpose and stakeholder is presented for each item.

Hardware/ Equipment	Purpose	Stakeholder



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5.3 Software

Table below lists all software available for the project. Also the purpose and owner of the license is presented for each software.

Software	Purpose	Licence

6 Project Stakeholders and Organization

6.1 Stakeholders

Organization	Exeption/priorities

6.2 Steering Group (SG)

Name	Organisation	Role and Expertice



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6.3 Project Group (PG)

Name	Role and Responsibilities (and expertise)

6.4 Supplier(s) (SP)

Name	Organisation	Date & Delivery

6.5 Other expert(s) (OE)

Name	Organisation	Expert



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7 Communication Plan

7.1 Contact information

Name	Role	Email, phone, skype etc.

7.2 Formal Reports

Report	Stakeholder & Timing	Delivery

7.3 Internal reporting and communication

What	Who & When	How

7.4 Meetings

7.4.1 SG Meetings

During this serious game project there will be at least three steering group members held. If there is a need for the extra steering group meeting, that will be held in week ?? (time will be fixed together with the SG members). The meetings take place soon after phase results are reviewed and ready to be accepted in the meeting. During the meeting, the steering group will decide about the future of the project based on the results so far.



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Meeting	Timing	How
SG1		
SG2		
SG3		

7.4.2 Other Regular Meetings

Meeting	Timing	How

8 Important Standards and Practices

Topic	Description
Project management	
Research	



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9 Risk Management

Risks found during the analysis are kept in the Risk management document and it is updated regularly since the risks are reassessed for every review. Top five risks are listed in the table below.

TOP List

Rank now	Rank prev	Risk no	Risk Name	Explanation	Done by
1					
2					
3					
4					
n					

Appendices

Project assignment

Results and Delivery

Schedule

Tasks

Resource Usage

Risk Management Plan

Heuristic Evaluation



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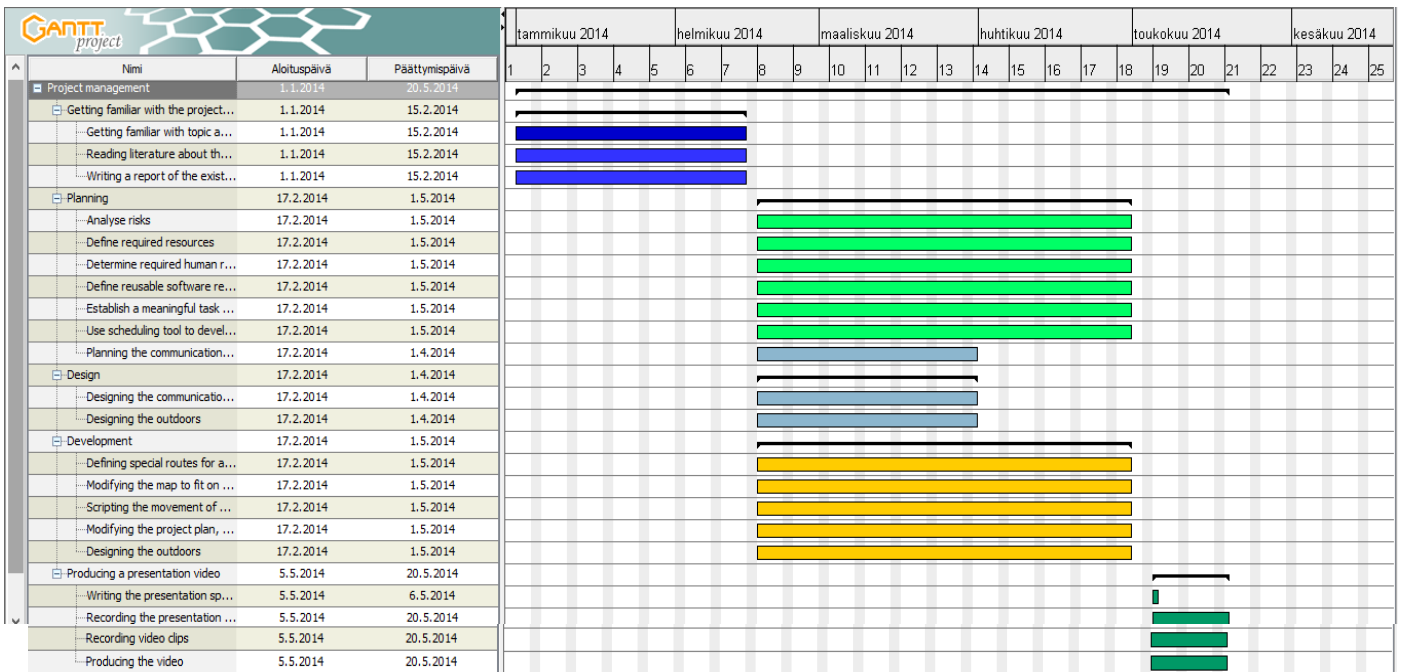
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Appendice 1: Timetables

Timetables are in the folder which were sent.

Appendice 2: Project schedule e.g.

Project schedule is done with Gantt Project program and if the below picture isn't clear enough then take a look in zip-folder because project schedule is also as pdf -file.



Appendice 3: Status report

Status report is in zip folder named status report (.doc).