

# THE REALITY PROJECT: OH BABY, WHAT A DELIVERABLE!

CIS214 worksheets realted to this class: Game Board and other elements that wil help in developing the prototype and delivering the final Simulation.

	<b>PLANNING PHASE:</b> <b>EVENT ELEMENT CARDS</b> <b>SEE LIST A</b>	<b>PLANNING PHASE:</b> <b>COMMUNITY INBOX</b> <b>SEE LIST B</b>	
	<b>IMPLEMENTATION PHASE:</b> <b>EVENT ELEMENT CARDS</b> <b>SEE LIST C</b>	<b>IMPLEMENTATION PHASE:</b> <b>COMMUNITY INBOX</b> <b>SEE LIST D</b>	

A 8" wide project gameboard graphic is at the end of this document. You can also download it from the <http://www.anson-bowles.com/resources/syllabi/> website. This is to help you iand further explain my concept of the deliverable.

Much like the game of life, i see this as a game of project. We'll discuss the best way to do it, but as of know i think we'll consider it a team game, with each "player" a team.

Since we need to split this up, there will be 2 phases: The planning Phase and the Implementation Phase. The Midterm will be where you turn in your prototype and planning documents, which i expect to be rough, not perfect, but will illustrate your thnking.

The Final will be a nice clean version, just as you'd present it to a board game or computer game compa-ny. I may be able to do a web version given time.

## THE CARDS IN THE CENTER

These can be rewards or obstacles that need input from one, two or all 3 team members to proceed. What prompts picking a card?

### EVENT/ELEMENT CARDS

Team writes cards suitable for planning or implemenation. Use event/elements which might impact a project: team member sick, client scope change, man-agement limits resources..... Specific or a global event. make this as realistic as possible. Remember, its the process, not the deliverable that is your class goal

### COMMUNITY INBOX

You can use this as a point sys-tem, or a way of keeping score on how one wins the game, or something that doesn't fit into the other cards but needs its own section.

### Please Remember:

Each student will create their own "logbook" in which they record lessons, learned, concepts and ideas (used or not used for this class), notebooks may contain worksheets. These notebooks will count towards your final grade (and high-light areas to focus on) and help your grade not to be at the mercy of team members.

### Card 2: Planning Phase

(global) Massive snowstorm hits, some have power, plows overwhelmed.

VIP: Office has power

PM: Can get to office, limited staff

SIC: Is in a different state

### EVENT/ELEMENT CARDS

Please number the cards and put them all one one sheet of paper, but indicating if it is for the Planning or Imprementation phase.

VIP = UPPER MANAGEMENT

PM = PROJECT MANAGER

SIC = CLIENT

### PHASE: PLANNING

Massive snowstorm hits, some have power. Plows overwhelmed

VIP: Office has power

PM: Can get to office, limited staff

SIC: Is in a different state

	<div> <b>PLANNING PHASE: EVENT ELEMENT CARDS  SEE LIST A</b> </div>	<div> <b>PLANNING PHASE: COMMUNITY INBOX  SEE LIST B</b> </div>	
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IMPLEMENTATION

Client has schedule change, deliverable needs to be a week earlier.  
  
VIP: Not concerned  
  
PM: Scope Change....  
  
SIC: Is in a panic

VIP = UPPER MANAGEMENT  
PM = PROJECT MANAGER  
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PLANNING

A Flu is going around. Spreading to team  
  
VIP: Is in, but sniffing  
  
PM: Feeling it coming on  
  
SIC: Some have it