

## Feasibility Study into Preferred Solution

### Project Management Team

I will work in a team with two other members of my class who will take the role of the client and will help to review and test the solution. I will be working with Abel Cable and Paige Webber who will give me feedback on my ideas and act as the client and I will do the same for them. Abel will focus on the technical aspects of the solution development and Paige will focus on the creative aspects but we will work together collaboratively and have review meetings to monitor progress of the project, minimise risks and solve problems. Together we are the Project Management Team.

### Roles and responsibilities

Person responsible - Ethan Nett

Project Manager and programmer is me, Ethan Nett.

Creative Director, test user and client representative is Paige Webber.

Technical Director, test user and client representative is Abel Cable.

### Costs

There are no significant financial costs with this project but if it was in real life, we would have to account for the costs of using electricity and costs of salaries for the staff working as the project team which would depend on the amount of time given to the project. There are no costs associated with the software because I will be using free resources or software licences which have already been paid for by school (which might have been paid for in previous projects in real life). The budget for the preferred solution is estimated here:

Budget :	Item :	Cost :
	Staff Salary	£154.00
	Electricity	£0.23
	Hardware (Acer Aspire E15)	£499.00
	Java (Internet download)	£0.00
	<b>Total</b>	<b>£653.23</b>

### Technical considerations

The game will be able to be played on any laptop or desktop computer which is reasonably up to date (Vista or above) running any Windows, Mac or Linux operating system. A basic graphics and sound card e.g. Intel HD Graphics card and Realtek soundcard or equivalent will be sufficient to run and enjoy the game meaning that the game is accessible to almost everyone. This game could also be made available for android mobile phones via the Google Play Store and generate extra revenue for the client company. The client company could use social media to market the developed game further. For example they could show updates and game development progress through a Twitter account. Social media could also be used to allow the games development company to interact with the community of players to provide an after sales service, maintain good relations with customers and to provide a help or troubleshooting service.

### Legal and ethical considerations

To complete this project legally I will have to make sure that I don't breach Copyright law in using any images or other assets without permission of the owner. The General Data Protection Regulation is a new law which protects individuals and controls the way that personal data is held about individuals. This should not be a major problem for my game project but I might need to make sure that game players don't use names for their wizards which are recognisable. I could do this by giving the player clear instructions about using a pseudonym when they name their wizard at the start of the game. Health and Safety issues are important to address and vary in seriousness and risk depending on the industry or project. For my project, the members of the Project Management Team and the developer need to be aware of health and safety issues in an office environment. So working reasonable hours, taking care over posture when working for a long time on computers, making sure that computer cables are not left trailing and switching off electricity including lighting and power switches when resources are not in use are obvious but important considerations.

Ethical considerations for project management include being responsible and accountable. Where I am working in a team, there might be other members of the team who are relying on my work before they can do theirs. Delays could have an impact on the availability of team members responsible for particular stages. For example my test users cannot give feedback from testing until the project development has been completed. When things go wrong, it is easy to blame other people or other teams but this is irresponsible and unprofessional and can damage reputations of individuals and companies. In project management it is important to remain professional and responsible even when working under pressure and it is important to be sensitive to the needs of others. For example shouting at people when someone disagrees or hasn't completed work on time is threatening and unprofessional and is not appropriate behaviour to use in the workplace.

#### Sustainability considerations

Sustainability is ensuring that something is long lasting and doesn't cause harm to the environment. This project is designed to have a neutral impact on the environment. There is no waste from raw materials used in the creation of the solution and there is no damage to the environment from the development process. The environmental impact of the use of electricity has been offset by the company's use of solar panels

which have already been installed on the office building roof. The company also has a sustainable development policy which states that any working IT equipment will be donated to the local community Silver Surfers group at the end of its useful life. Any IT equipment that cannot be reused will be recycled so that the impact on the environment is reduced. Ideally the game will have updates which will allow the game to survive longer, keeping users interested for longer and reducing the cost per hour of game play making it more economical too.