Online Game Quality Assessment
Project Plan

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Chapter 1

Project Plan

In the present document we will resume the purpose of the project and we will describe the different tasks that compose this project and the schedule of the tasks.

1.1 Project purpose

The project consists in developing a metric for online games. This metric will estimate the effective user perception of the game quality by taking as parameter not only the estimation of the network quality, but also the players experience and the I/O parameters. In order to collect the data from the users and to test the metric, an environment for testing will be implemented and a plug-in will be integrated in the game Doom 3.

1.2 Project time-line

As follow the tasks of the project:

1. Web Page creation

   - design of the web page
   - Writing of the code for the web pages
   - test of the pages developed

2. Write Design Document

   - Definition of the test details
   - Creation of the UML of the plug-in

3. Plugin Design

   - Technical analysis of Doom 3 engine
   - Design of the database

4. Infrastructure Creation

- Install operating system & software
- LAN setup
- test of the environment

5. Plugin Creation

   - Writing of the code
   - test the plug-in

6. First Test

7. Data Analysis

   - Analysis of the data collected
   - Development of the metric

8. Second test session

   - Design of the new test
   - Realization of the test
   - Analysis of the data collected

9. Research paper writing

10. User manual writing

11. Project report writing

1.3   Grantt Diagram

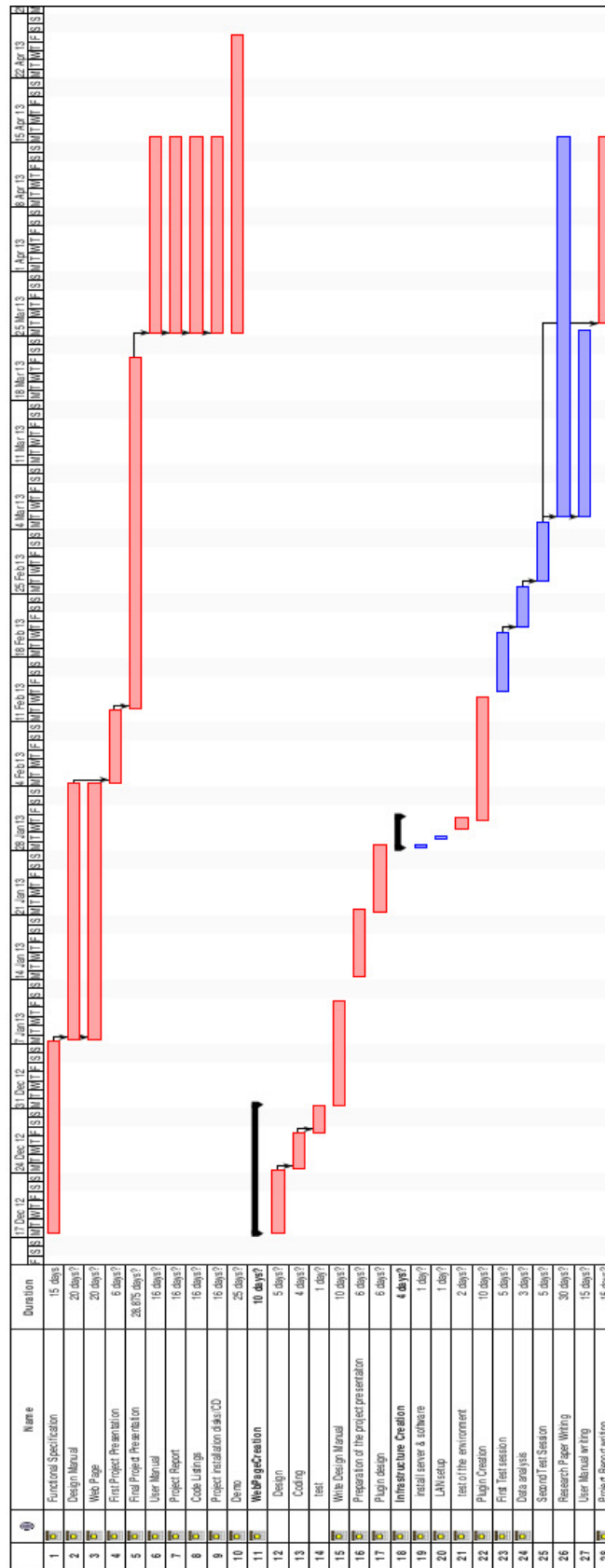As follow the Grantt diagram of the project. In the diagram there is a forecast of the execution of the project's tasks previously described.

Figure 1.1: Grantt Diagram of the Project