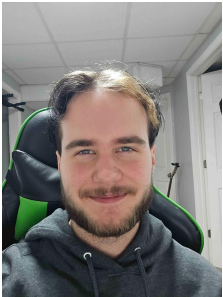


03-T2 Minecraft Game Mode
CS 4850 - Section 01 - Spring 2026
Jan 25th, 2026

 Matthew Pflieger	 Chase Holt	 Andrew Burgos	 Hezekiah Holloman	 John McDowell
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Project Team

Roles	Name	Role
Project owner	Sterling Henderson	Project Sponsor
Team leader	Matthew Pflieger	Developer
Team members	Chase Holt	Documentation
	Andrew Burgos	Developer
	Hezekiah Holloman	Documentation
	John McDowell	Developer
Advisor / Instructor	Sharon Perry	Facilitate project progress; advise on project planning and management.

Project Overview

For this project we are creating a Minecraft game mode. This will be used in Kennesaw State University e-sports events such as “game on”. We will be using in-game mechanics such as command blocks that use in-game commands to change aspects of the game, and building to make a suitable map for our game. We will also be using custom coding in Java through plugins for the minecraft server. We need to make it lightweight so it is accessible to as many students as possible.

Project website

google.com

Deliverables - Specific To Your Project

The deliverables for this project include :

- Source code
- Website/Github link
- Playable Minecraft minigame
- Final Presentation
- Final Report

Group Meeting Schedule Date/Time

Meeting within Microsoft teams every other Friday at 2pm, as per the kickoff meeting.

Collaboration and Communication Plan

Meeting on Microsoft teams. Meet before every deliverable, aiming for once a week at least.

Project Schedule and Task Planning

Project Name: 03-T2 Minecraft
Report Date: 1/25/2026

					Milestone #1				Milestone #2				Milestone #3				Milestone #4				Milestone #5				Milestone #6				C-Day	
Deliverable	Tasks	Complete%	Current Status Memo	Assigned To	01/20	01/22	01/24	01/26	01/27	01/31	02/04	02/08	02/15	02/22	03/01	03/08	03/14	03/20	03/26	04/02	04/04	04/06	04/08	04/12	04/17	04/22	04/27	05/03	04/29	
Project Plan	Meet with team and project sponsor	100%	complete	Whole team	1																									
	Define requirements, scope, and features	100%	complete	Whole team				4																						
	Set milestones	100%	complete	Whole team		2	2																							
	Risk assessment	100%	complete	Whole team				3	4																					
RAD, SRS, and SDD	Requirement Analysis Document (RAD): Define gameplay loops and win conditions	0%		Matt, Andrew					4																					
	Software Requirements Specification (SRS): List hardware/server requirements, specify software dependencies (Paper API)	0%		Hezekiah, Chase					5	5																				
	Software Design Document (SDD): Map out how plugins interact with Minecraft server core. Define database schema	0%		John									6	4																
Development Document	Establish shared GitHub account for version control	0%		Chase, Matt									8	9																
	Move from paper to coding; develop working prototype	0%		Andrew, John									8	8	7															
	Create a basic map to test mechanics without final architecture	0%		Chase, Hezekiah											8	9														
	Maintain a "DevDoc" to track version changes and logic for algorithms	0%		Chase											6	7	8													
Prototype Presentation	Review prototype design	0%		Whole team													5	6												
	Meet with project sponsor to present prototype	0%		Whole team													6	7	7											
	Document updated design	0%		Whole team															5	6										
		0%															7	6	5											
Test Plan and Report - STP & STR	Software Test Plan (STP): Define unit tests; define stress tests	0%		Chase, Hezekiah																	5	10			5					
	Software Test Report (STR): Log bugs found during testing phases; Document bug fixes; Perform User Acceptance Testing (UAT) with small group of test players	0%		Matt, Andrew, John																										
		0%																			10	8	8							
		0%																							5	7	8	1		
Final report	Presentation preparation	0%		Whole team																										
	Prepare GitHub	0%		Whole team																										
	Prepare website	0%		Whole team																										
	Final report submission to D2L and project owner	0%		Whole team																									4	
Total work hours				295	1	2	9	4	9	11	4	0	16	23	22	17	11	20	18	11	15	18	8	5	16	13	14	4	0	4

Legend	
Planned	
Delayed	
Number	Work man hours

Other Plans – Like Risk Assessment (if applicable)

Risk Assessment for our project include:

- Bugs/crashes within game mode
- Server lag/Performance issues
- Players bypassing game boundaries
- Player data not saving correctly

Plans to help mitigate risks:

- Test one new feature at a time, assuring it works properly
- Adding error handling to code, preventing unexpected inputs
- Full game testing from start up, gameplay, to closing of game
- Test load with real players
- Teleport players back if leaving playable areas/restrict commands during game
- Save player data at key events

Version Control Plan

Access-

Will be hosted on Github within the main branch.

Branching-

Will be using a feature-branch workflow such as feature name, bugfix, etc.

Pull requests-

Every change will have a pull request which will state what changed, why, and how was it tested.

Releases-

All builds will be named v0.1.0, etc.

Documentation-

The repository will have a README.md, document folder for rules, design decisions, and troubleshooting, and a CHANGELOG.md for changes by the version.