SOFTWARE DEVELOPMENT PROJECT TEMPLATE

YOUR NAME

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Logo

HangMan Game

Contents

1 | Revision History

Date	Version	Description	Author
05/02/2019	1.0	Project Plan	Ahmad Anbarje

2 | General Information

Project Summary	
Project Name	Project ID
Hangman Game	
Project Manager	Main Client
Ahmad Anbarje	Doctor
Key Stakeholders	
End User, Project Manager, Teachers.	
Executive Summary	
We have made hangman game because it's an assignment in the course, The game starts when the user tries to guess some characters to make a comprehensive word, there are limit numbers for the guesses, if the user has not guess the word, then will lose, otherwise the user wins.	

3 | Vision

The vision is to make a hangman game, we start with a texted based fashion, we will put three points in the first interface:

1-Start the game

2-Result

3-Quit

In Start the game we have also question which is asking the user to guess a word which contains i.e 8 characters, the number of characters will be differ depends on the word itself, if the user doesn't guess the word after 8 tries, then will get message " worng, you did not guess the word" otherwise, will get "Right, You guess the word ". Then the user can navigate to the result to see how many times have tried and how many times have passed or fail for each try. The number of wrongs that the player can have is about eight parts which are used to hang the man (vertical pole, horizontal pole, head, body, left arm, right arm, left leg and right leg).

Reflections of Vision: the vision is a good part with the project, we could let all the stakeholders see what the project will be about to make them also understand some parts which they need to think about while designing and testing some code.

The vision is also useful for the end user to realize how to play the game also to give an information about how many times could he try to guess for each word before loose or win. In addition the vision is good for the project manager to let him/her think and design about the whole idea.

4 | Project Plan

First we going to start with the stakeholders, we have a developer who will going to do the plan of the all project, also we have tester who will going to test each method in the project. Also we have the project manager who is going to manage some stages and the deadline of each stage.

So first we have process and planning which it contains the plan of our game, the deadline of this stage will be on **Friday, 8 February 2019**.

We have the second stage which is software design, in this stage we are going to make use cases scenarios, all the stakeholders are responsible to make use cases, use cases contain UML diagrams, pictures, or text. At the end of this stage we should get as result:
 Fully Dressed use case diagram for "Play Game" use case.
State Machine Diagram for "Play Game", as well implementation of the project, also class diagram. The deadline of this stage will be on **21 February 2019**.

The last stage will be about software testing, the tester who is responsible for implementing test methods for many important methods for the project, the deadline of this stage will be on **Friday, 8 March 2019**.

4.1   Introduction

The objective of this project is to make a simple hangman game with java programming language within 1.5 months.

4.2   Justification

We are madding hangman game because it is a project assignment in software technology course.

4.3   Stakeholders

Project Manager : who is responsible on the plan of the project.
End User : the person who is going to play the game.
Teachers : who they are giving feedback about the project.

4.4   Resources
Software engineering book 10 Edition.

4.5   Hard- and Software Requirements

We are using Eclipse IDE as to develop our project, we could run our project with any system which has Java development kit and Java runtime environment.

4.6   Overall Project Schedule

21 February 2019: The UML diagrams and the entire game should be delivered.
Friday, 8 March 2019: The Test of our project should be done on that date.

4.7   Scope, Constraints and Assumptions

The scope : this game will be playable from Eclipse IDE or any different
IDE, we will not make design for the game so it will be a texted fashion
game. This game is not a web application, it is just a console application.
We will put a feature in the game which is the result, so the user after
playing many rounds, could navigate to the result to see how many times
Win and loose for each round.
Constraints : we could take longer time for each stage after the deadline
because of the short time of the project.
Assumptions : the user should know how to run the game by any IDE,
also the user should has JDK and JRE on his operating system to run the
game.

5 | **Iterations**

Iteration 1 : will contains a skeleton code of our project, I am going to make an interface with adding the abstract methods which we need them to run the game.
The deadline for this iteration on **Friday, 1 February 2019**.
The resources we going to use is the book, reading chapter **2,3,22,23.**

Iteration 2 : will contains a UML diagrams with the implementation of our Interface so, the game should be playable in this iteration.
The deadline for this iteration on **21 February 2019.**
The resources we going to use is the book, reading chapter **6,7,15.**

Iteration 3 : we are going to add some more features for the game, but the main goal of this iteration is about testing the code.
The deadline for this iteration on **Friday, 8 March 2019.**
The resources we going to use is the book, reading chapter **8.**

Iteration 4 : in this iteration the entire game should be run perfectly, we could add more features but the main focus is about the entire project not just any specific part. The deadline for this iteration on **Friday, 8 March 2019.**

Iteration 1

ID	Description	Estimated Time	Actual Time	Dead Line
D1	Documentation of the game	9 hours	12 hours	Friday, 8 February 2019
D2	Implementing skeleton code	1 hour	2 hours	
Total time		10 hours	14 hours	

Iteration 2

ID	Description	Estimated Time	Actual Time	Dead Line
D1	Make a UML Diagrams			21 February 2019
D2	Code implementation of the game			
Total time				

Iteration 3

ID	Description	Estimated Time	Actual Time	Dead Line
D1	Add more features for the game			8 March 2019
D2	Testing the code With Junit tool			
	Total time			

Iteration 4

ID	Description	Estimated Time	Actual Time	Dead Line
D1	Focus on the entire of the project			8 March 2019
D2	Add more features(optional)			
	Total time			

6 | Risk Analysis

ID	Description	Impact	probability	Strategy	What to do if the risks occurs.
R1	sickness	5/5	3/5	Protect myself and do the iterations in a good time.	Meet some friends to know what they did with their project
R2	Hard disk problems	4/5	2/5	Upload the project after each iteration on a website	Take a copy from the previous iteration.

7 | Time log

Task	Estimated Time	Actual Time	Analysis
Iteration 1	13 hours	14 hours	We have made a skeleton code and project plan for the game.

8 | Handing in

All assignments have a number of files to hand in. The overall advice is to *keep it simple*. Make it easy for the reciever to understand what the files are by using *descriptive* file names. Use as *few* separate documents as possi-ble. Always provide a *context*, that is *do not* send a number of diagrams in "graphics format", but always in a document where you provide the pur-pose and meaning of the diagrams. Remember that the "reciever" is in reality a customer and as such has very little knowledge of the diagrams and documents – always provide context that make anything you hand in understandable to a non-technical person.

To hand in an assignment, make a git release and hand in the link via Moodle to that release.