

Project Name	Java GUI Battleship	Project members	Aiden Wang James Tan Ali Hu David Lam Daniel He
Date of Creation:	2022-01-11		
Description and Goals	<p>With the use of Java and its GUI, replicate the Battleship mini-game. Users will play a simpler version of the battleship created by Java against computers.</p> <p>Goals: Programmers (students) should get familiarized and apply the OOP & Project Management skills during this project</p>	Estimated Budget	\$0
Scope	<p>User-friendly: The user can receive clear instructions on how to play this mini-game without getting confused</p> <p>The computer: there should be 2 modes of difficulties: one is a simple mode where computers are making decisions randomly, the other one is where computers make optimized decisions.</p>	Key Resources:	<ul style="list-style-type: none"> - Skilled Human Resources - Computers - Online Java Documentations
Business Case	Programmers (students) will use the knowledge learned throughout the course to complete this project. During this process, students can practice, familiarize themselves, and enhance knowledge learned through the course, setting them ready for post-secondary Computer Science education.		
Constraints	Time constraints: assigned due dates, refer to “Key Milestones”.	Key Milestones:	2022-01-13: Planning (Algorithm complete)
Time:	14 days		2022-01-21: Program files complete Submit Monitoring & Controlling evidence
Budget:	No Budget		2022-01-24: Closing Reflection
Date of Approval:	2022-01-12	Approver's Name	Ms. Andrighetti