

Project Based Learning - IV

Project Title: Wordle-Max

Made by: Karthik Shetty (TE_C1_18)

Sparsha Shetty (TE_C1_19)

Pranali Shirsat (TE_C1_20)

Ananya Shetty (TE_C1_17)

Project Charter											
Project Title		Wordle-Max		Project Manager		-					
Project Start Date		18th January 2023		Project End Date		April 2023		Project Sponsor		-	
Business Need											
The reason why we chose to do this project is because we wanted to develop a fun and engaging game that would be challenging, improve vocabulary and help in spending time constructively for all age groups.											
Project Scope						Deliverables					
<ul style="list-style-type: none">Recreating the five-letter English word guessing game: Wordle.With an additional feature of displaying the meaning of the word for the day.						<ul style="list-style-type: none">A fun web-application for users to improve their vocabulary and understanding of the English language.					
Risk and Issues						Assumptions / Dependencies					
<ul style="list-style-type: none">This project covers the core game logic but does not implement sharing the results.The project doesn't cover the functionality that generates game statistics.						<ul style="list-style-type: none">Valid five letter English dictionary words to be entered.					
Financials											
The budget that is required for the completion of this project is 9000 rupees.											
Milestones Schedule											
Milestone				Target Completion Date				Actual Date			
Game logic creation				03-02-23							
User Interface Design				17-02-23							
Integration				02-03-23							
Testing and Deployment				14-03-23							
Project Team						Team Mentor					
Team Members		Karthik Shetty (C1-18) Sparsha Shetty (C1-19) Pranali Shirsat (C1-20) Ananya Shetty (C1-17)				Ms. Huda Khan			Ms. Tammayi Nagale		

Risk Management Plan

Consequences

LOW	Moderate	Insignificant <i>Risk is easily mitigated by normal day to day process</i>	Minor <i>Delays up to 10% of Schedule Additional cost up to 10% of Budget</i>	Moderate <i>Delays up to 30% of Schedule Additional cost up to 30% of Budget</i>	Major <i>Delays up to 50% of Schedule Additional cost up to 50% of Budget</i>	Catastrophic <i>Project abandoned</i>
High	Extreme					
Likelihood	Certain <i>> 90% chance</i>	No hints provided	Basic knowledge of English vocabulary / language	Availability of required software	Word entered not matching game word list	Critical run time errors occurring after deployment
	Likely <i>50% - 90% chance</i>	Users find it difficult to guess	Game budget Overrun	Team members not understanding the requirements Correctly	Spelling mistake in game word list	Other similar games in the market
	Moderate <i>10% - 50% Chance</i>	Incorrectly spelling the word	Disagreements amongst team members during development	Unable to access / install Required development software	Person not understanding how to play the game	Occurrence of mismatch of the word and its meaning
	Unlikely <i>3% - 10% chance</i>	Some words are easily guessed	Uncommon words making guessing difficult	Pairing wrong Word and meaning	Repetition of the same words	Error occurring during the demo of the game
	Rare <i>< 3% chance</i>	Words are of five letters and are to be guessed in limited tries	WiFi / Data is not available	Game not meeting team expectations	User getting tired of guessing the word and losing interest	Game taking too long to develop and deploy