Instructions:

*Using Agile Project Management concepts, create a vision for a word game programmed in Java. The customer has asked for a game where the player tries to guess a computer selected secret. The computer maintains a hidden list of words and hints. The computer tells the player how many letters are in the word. The player enters a guess. The computer tells the player if they are right or wrong. After X failed attempts, the computer offers the player a hint. The game may offer the player more than one hint. If the player cannot guess the word after Y failures, the player loses.*

Deliverables:

* Define your vision for the game
* Describe an outline of what the development may look like
* How will you meet the following core values of APM?
  + Delivering value over meeting constraints
  + Leading the team over managing tasks
  + Adapting to change over conforming to plans
* If you were on a project developing this game, what team members would you need for this project and what are their roles?
* Describe your vision for the first iteration of the game
* Connect to your GitHub account and create a new GitHub project called “Word Game”
* Create 3 sprints for the project and assign your stories to the sprints
  + NOTE: Sprint 1 should be a console version of the game.   
    No GUI (although this could be part of a later sprint)
* Use GitHub project boards to manage your sprints
  + Create a board for each sprint The basic KanBan template provides an excellent starting point
  + Add cards for each part of the sprint
  + Use issues to report bugs, completions, worries, or other issues. Tie issues to projects

FYI…this is just PLANNING…**do not** implement anything at this time!

Submission:

* Ensure you have completely answered all of the deliverables
* Submit a Word document to Blackboard with your answers and screen snips of your GitHub project, project boards, cards, and one issue tied to a project.