

# Seven Nation Army

## PLAN

### PROJECT MANAGEMENT

LEARN TO PLAY DIPLOMACY

REVIEW PROJECT REQUIREMENTS

SCHEDULE

DIVIDE TASKS

### DOCUMENTATION

VISION DOCUMENT

PROJECT PLAN

USE CASES AND USER STORIES

PROGRAM FLOW AND FLOW CHART

USER MANUAL

## DESIGN

### ANALYSIS AND PREPARATION

REVIEW TECHNICAL DELIVERABLES

LEARN HTML, CSS, AND JAVASCRIPT

LEARN ELECTRON FRAMEWORK

SET UP GITHUB REPOSITORY

ORGANIZE PROGRAM STRUCTURE

### DESIGN

DESIGN RULES

DESIGN UI

DESIGN PLAYERS

DESIGN GAMEPLAY

FINALIZE DESIGN

## CODE

### USER INTERFACE

DESIGN MAP

DESIGN PLAYER ASSETS

DESIGN MOVE INTERFACE

DESIGN SCOREBOARD

DESIGN MOVE LOG

### LOGIC

IMPLEMENT MOVES

IMPLEMENT RESTRICTIONS

IMPLEMENT ORDER SUBMISSION

IMPLEMENT ADJUDICATION

FINALIZE LOGIC

