**PROJECT PLAN**

**Introduction**

I will be developing a **Tic**-**Tac**-**Toe**also known as Noughts and Crosses or X’s and O’s game for Ten Eleven Games. On this project plan I will be providing how each section of the game will be progressed in terms of time. The game will be played by different players on different computers simultaneously. The two players will interact with the game server which will need input from them, and they will be able to start a new game as well as end the game.

**Purpose**

# The purpose of this project plan is to Setout my objectives in the ****Tic****-****Tac****-****Toe****game. This plan will outline who will be responsible for each section (me), i.e. Deliverables of this project and the time it takes for each task to be completed.

**Development team**

# Botshelo Nokoane

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| Num | Task | Assigned to | Duration | Start Date | End Date |
| 1 | **Text-based Client** | B. Nokoane | 10 days | 13/05/2020 | 23/05/2020 |
| 1.1 | Create option that allow the user to enter the server name to which they wish to connect. | B. Nokoane | 2 days | 13/05/2020 | 16/05/2020 |
| 1.2 | Create empty block position to place their character. | B. Nokoane | 2 days | 16/05/2020 | 17/05/2020 |
| 1.3 | Display the board at appropriate times. | B. Nokoane | 2 days | 17/05/2020 | 18/05/2020 |
| 1.4 | Display the appropriate information to the user, e.g. instructions. | B. Nokoane | 2 days | 19/05/2020 | 21/05/2020 |
| 1.5 | Create option that would ask the user if they want to play again. | B. Nokoane | 2 days | 21/05/2020 | 23/05/2020 |

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| Num | Task | Assigned to | Duration | Start Date | End Date |
| 2 | **GUI Prototype** | B. Nokoane | 5 days | 20/05/2020 | 26/05/2020 |
| 2.1 | Create a low-fidelity prototype | B. Nokoane | 5 days | 20/05/2020 | 26/05/2020 |

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| Num | Task | Assigned to | Duration | Start Date | End Date |
| 3 | **Final System Alpha** | B. Nokoane | 10 days |  |  |
| 3.1 | Get feedback from tutor and two Computer Science students for testing the Text-based client and GUI Prototype. | B. Nokoane | 2 days |  |  |
| 3.2 | Allow the users to connect to the server. | B. Nokoane | 2 days |  |  |
| 3.3 | Make sure that the interface handles the "new game" message appropriately. | B. Nokoane | 2 days |  |  |
| 3.4 | Ensure that the play\_loop () runs in a separate thread, so that it doesn't conflict with the PyQt event loop. | B. Nokoane | 2 days |  |  |

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| Num | Task | Assigned to | Duration | Start Date | End Date |
| 4 | **Final System Beta** | B. Nokoane | 10 days | 13/05/2020 | 23/05/2020 |
| 4.1 | Complete the system, by writing a fully functional GUI-based OXO game GUI client, which allows a user to log onto an OXO Server and play a few games. | B. Nokoane | 2 days | 13/05/2020 | 16/05/2020 |
| 4.2 | implement a separate feature/enhancement. | B. Nokoane | 2 days | 16/05/2020 | 17/05/2020 |

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| Num | Task | Assigned to | Duration | Start Date | End Date |
| 5 | **Text-based Client** | B. Nokoane | 10 days | 13/05/2020 | 23/05/2020 |
| 5.1 | Introduction: Explain the background to the project and what the reader can expect in the report. What were the requirements of the project? | B. Nokoane | 2 days | 13/05/2020 | 16/05/2020 |
| 5.2 | Project management: Explain how the project was managed   * Project plan: How the work was broken up and scheduled to meet each deadline. | B. Nokoane | 2 days | 16/05/2020 | 17/05/2020 |
| 5.3 | Design: Includes the low-fidelity and high-fidelity prototype, and final user interface design | B. Nokoane | 2 days | 17/05/2020 | 18/05/2020 |
| 5.4 | Implementation: A description of what was actually implemented and include screenshots. | B. Nokoane | 2 days | 19/05/2020 | 21/05/2020 |
| 5.5 | Testing: Include testing for correctness and user testing | B. Nokoane | 2 days | 21/05/2020 | 23/05/2020 |
| 5.6 | User Testing: How well did the users use the system? What were their problems? |  |  |  |  |
| 5.7 | Enhancements: enhancements that were made | B. Nokoane |  |  |  |
| 5.8 | Future Work: possible enhancements which could add to the user experience. | B. Nokoane |  |  |  |
| 5.9 | Conclusion: Summarization of the main points in the project. | B. Nokoane |  |  |  |
| 5.10 | Appendices: Make sure the code is well commented. | B. Nokoane |  |  |  |