Group 2 Project Plan, Part I

# Project Scope

The scope of this project will include the creation of a desktop version of Baker’s Dozen solitaire game along with all necessary project management documentation.

### Application Description

The game application will feature a playable version of solitaire using the Baker’s Dozen rules. The game will consist of a deck of 52 playing cards (jokers removed) and a game board. The game board will consist of four Foundation areas where the user may place cards as well as a Tableau area consisting of thirteen card piles. The game will only allow the user to make moves that are within the parameters of the game. The game will also have simple and clear graphical elements.

Game features will allow the deck to be shuffled and individual cards to be moved between the different card areas. Additional features such as a move counter, a timer, an undo move button, or a restart current game button may be added to the game as project scheduling allows. Other advanced features such as multiplayer or online leaderboards are outside of the scope of this project.

### Project Documentation

Deliverables in this project will be submitted in four main areas:

1. Project Planning – Includes this document, the Project Schedule document, and a Software Test Plan document.
2. Requirements - Consists of use cases, a Requirements Specification document, and application prototype.
3. System Design Documents – Includes high-level design information, conceptual system design information, and technical design information.
4. Additional Documents – Consists of a Test Specification document, team time sheets, and meeting minutes.

# Team Organization

The project team will use a waterfall process (see figure 1). This is practical as this project will only see one release and has a well-defined end goal that should not require multiple iterations to meet. Additionally, waterfall’s ridged structure is suited for a project with no end users or clients to interact with regularly as they could cause changes in requirements during development. This document serves as the first step in the planning stage of the waterfall model. The team will distribute actual work as evenly as possible. Team members will all participate in the creation of project documents as well as the actual programming and testing of the application to some capacity.

### Primary Team Responsibilities

#### Allen

Defining and recording use cases

#### Exley

Project documentation and scheduling

#### Farah

Prototyping and demonstration

#### Goff

Technical documentation

#### Kershaw

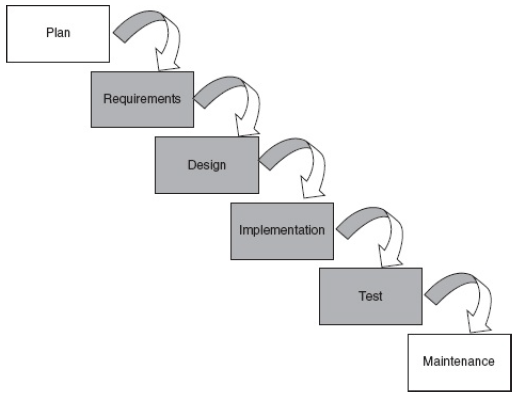
Product requirements

#### Lysaght

Product testing and QA

For additional team member information, see the Appendix for team member resumes.

Figure 1.



Waterfall Process Model

# Data Management Plan

Data for this project will be housed using GitHub. Managing the data in this way will afford the team four main benefits:

1. Ensure that all data is backed up to an off-site location.
2. Ensure that all data is accessible by the team at any time.
3. Allow for all changes to documents to be recorded.
4. Allow any changes to be rolled back.

All members of the team will be granted “collaborator” status on the repository. This will prevent any one person or subset of the team from becoming the bottleneck for project changes. Any time that a change needs to be made to a document any team member can make the change without further input from the team. All documents are readily available for revision for each team member. GitHub’s archiving and recordkeeping tools mentioned above will offer visibility into each change that has been made as well as the ability to “un-do” changes.

# Appendix – Team Resumes

See following pages.