**Project Plan** (Cover Page)  
Note: Remember, presentation matters, so a nice **cover and table of contents page** will make your plan look more professional.



**Project Name:** Mastermind

**Department:** IT

**Project Manager:** Coltin

**Date:**  2017-10-13



**Prepared By**

|  |  |
| --- | --- |
| **Document Owner(s)** | **Project/Organization Role** |
| Jes | Programmer |
| Coltin | Project Manager |
| Ben | Programmer |

**Project Closure Report Version Control**

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| --- | --- | --- | --- |
| **Version** | **Date** | **Author** | **Change Description** |
| 1 | 2017/11/12 | Jes | Project Product / deliverables (items in scope)  Items not in scope  Detailed client requirements |
|  |  |  |  |
|  |  |  |  |

| **Overall Project Priority:**  X High Medium Low |
| --- |
| **Comments:** |
| **Approved By:**  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **Project Manager:**  Coltin  **Date:**  2017 / 11 / 12 . |

Executive Summary

Scope Statements

**Project Object & Justification**

**Project Product/Deliverables (items in Scope)**

Mastermind game which is Human vs AI.

**Specific Items Not in Scope**

2 player, our version of Mastermind will have the computer set the code to be guessed.

**Assumptions/Limitations**

Detailed Client Requirements

The game is played using:

* A ***decoding board***, with a ***shield*** at one end covering a row of four large holes, and twelve (or ten, or eight) additional rows containing four large holes next to a set of four small holes;
* ***code pegs*** of six different colors, with round heads, which will be placed in the large holes on the board.
* ***key pegs***, some colored or black, some white, which are flat-headed and smaller than the code pegs; they will be placed in the small holes on the board.
* players decide in advance how many games will be played.
* The codemaker (computer application) chooses a pattern of four code pegs is chosen. Duplicates are allowed.
* chosen pattern is placed in the four holes covered by the shield.
* The codebreaker tries to guess the pattern, in both order and color, within twelve (or ten, or eight) turns.
* Each guess is made by placing a row of code pegs on the decoding board.
* Once placed, the codemaker (In this case the computer application.) provides feedback by placing from zero to four key pegs in the small holes of the row with the guess.
* A colored or black key peg is placed for each code peg from the guess which is correct in both color and position.
* A white key peg indicates the existence of a correct color code peg placed in the wrong position.
* are duplicate colours in the guess, they cannot all be awarded a key peg unless they correspond to the same number of duplicate colours in the hidden code
* Once feedback is provided, another guess is made
* guesses and feedback continue to alternate until either the codebreaker guesses correctly, or twelve (or ten, or eight) incorrect guesses are made.

Derived Business Requirements of Application

Derived Technical Requirements for each Business Requirement

Project Team Organization

Project Policies and Guidelines

Citations