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| **Project Title:** Master Mind Improvements | |
| **Start Date:** 12/2020 | **End Date:** 04/23/2021 |
| **Team Members: Gregory Salley** | |
| **Project Sponsor: Dr. Bekkering** | |
| **Customer: N/A will be free software** | |
| **Users: Fellow CS people who want a different take on the MM game.** | |
| **Purpose: To create an installable Mastermind game that also incorporates other levels than just one.** | |
| **Goals and Objectives**:   * 1. Finish the project on time   2. Complete the overall objective   3. Clean and nice coding   4. Learn something new | |
| **Schedule Information (Major milestones and deliverables)**:   * 1. 1/11-1/24 - Explore examples and options on how to improve on the Master Mind game.   2. 1/25-1/31 -Explore and look at installable and how to create one. Create simple program to test. Work on diagrams   3. 2/1 -Begin coding (this is early leaves room for errors and hiccups).   4. 2/8-2/28 -Work on more diagrams/continue to code.   5. 3/1 – Have at least the single level stage completed and able to play.   6. 3/1- 3/7 – Create installable package with single level game.   7. 3/8-3/21 – work on the changes I want to apply and add to the game.   8. 3/22-3/28 – work on getting a presentation together. Clean up style and coding if needed.   9. 3/29-4/19 – extra time to fill in for any errors or hiccups hit along the way. By 4/19 should have full ready to go package of game as well as presentation. | |
| **Financial Information: N/A** | |
| **Approach:** Waterfall method in which each step will be completed before moving to the next. | |
| **Constraints:** Time/Schedule with work and other courses. Making the file installable. | |
| **Assumptions:** Using windows computer, basic knowledge of how Mastermind works, access to Visual Studio and or the ability to download Visual Studio | |
| **Scope**: Uncertain | |
| **Risks and obstacles to success:** Again time, as well as some lost knowledge on the design side of windows forms in Visual Basic. | |