



## **SOEN 6011- SOFTWARE ENGINEERING PROCESS**

### **SUMMER 2016**

#### **ASSIGNMENT 1- PROJECT PLAN**

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#### **PROJECT – TIC TAC TOE GAME**

**Group 9**

**Team Name: Challengers**

**Team leader: Kumaran Ayyappan Ravi**

#### **Team Members:**

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## 1. Project Charter

### 1.1 Scope

The Scope of the Project is to plan, design, build and implement an interactive application for the Tic-Tac-Toe game in desktop and mobile devices. The Application will incorporate responsive User-Interface that enables mouse-click events using swings API in JAVA and UI framework in android. The information menu will contain the description of the game. The application allow game to be played among two players, between computer and a player where the computer will use heuristics to try winning against human player.

### 1.2 Objectives

The Objective of the Project is to develop Tic-Tac-Toe game which enables two persons to play against each other and allows a player to play against the computer with certain heuristics. The Major Goal of the project is to build the application which can able to work in both desktop and mobile devices.

### 1.3 Constraints

Some constraints have been identified for our Project and certain assumptions be made for these constraints throughout the project lifecycle. The following are constraints associated with our project:

1. The Time length of the project is limited to 6 weeks rather than typical 10 weeks schedule.
2. The number of persons involved with the project is only 7 persons.
3. Project must be completed within specified deadline and against all risks involved.
4. Expertise in Java.

### 1.4 Assumptions

Many Assumptions have been be declared for the Project. The users must be mindful of these assumptions as they introduce some level of risk to the projects conformance. During the planning cycle of the project, any effort should be made to identify and mitigate risks associated with the following assumptions:

1. The Game assumes first player to be always 'X' and second player to be 'O'.
2. When played against computer, player always precedes the computer.
3. More than 2 minutes idle time of any player will automatically incur opponent to win the game.

## 2. Project Plan

### 2.1 Project Organization

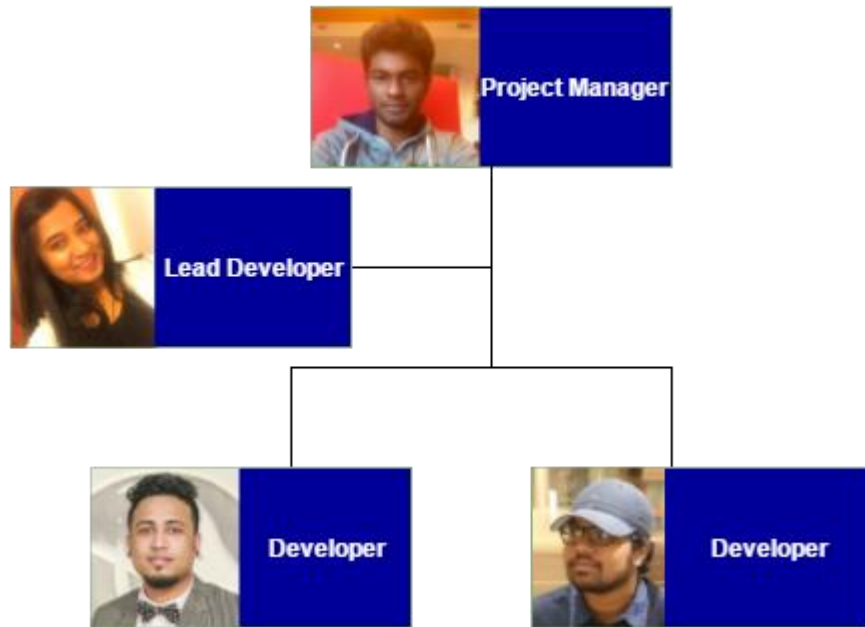


Figure 1 Development Team



Figure 2 Quality Assurance Team

## 2.2 Project Team

SI. #	Initials	Full Name	Role
1.	KAR	Kumaran Ayyappan Ravi	Team Leader, Project Manager
2.	RR	Reenal Rana	Development Lead
3.	AR	A.R. Ashiqur Rahman	Developer, Architect
4.	AS	Adithya Sajjanam	Developer, Documentation
5.	JR	Jyotsna Rana	Q/A Lead, Project Management
6.	MRP	Milind Ravindra Pukale	Q/A Analyst, Auditor
7.	ASJ	Aakashdeep singh Jahagirdar	Tester, Architecture Analyst

## 2.3 Roles and Responsibilities

Role	Responsibilities
<b>Development Project Manager(PM)</b>	Planning and approving the project. Managing the team, attend meetings with the management. Has the decision making capability.
<b>Architect(ARC)</b>	System Design requirements, code inspection
<b>Development Lead(DL)</b>	Act as a senior developer, reviewing code and inspecting code. Manage the developers.
<b>Developer (DV)</b>	Writing the code to develop the requirements. Prepare documents
<b>Tester(TR)</b>	Review system test plan and perform binary test.
<b>Architecture Analyst(AA)</b>	Analyze System Architecture and Prepare Architecture Review Documents
<b>Auditor(AD)</b>	Audit all phases.
<b>Project Management Executive(PM)</b>	Track each phase of the project

## 2.4 Hardware and Software Requirements:

Items/Tools	Size/Quantity/Speed
Intel® Core™ i5 CPU	2.50 GHz
Memory (RAM)	4 GB
Hard Disk	512 GB
System Type	64-bit OS
Windows OS	7 or later
Eclipse IDE	Mars (4.5)
Android Studio	V2.1.0
Mobile device	Android V 4.4
Junit	4 or later
WBS Schedule Pro	5.1
MS Project	2013
MS Office	2013
ArgoUML	0.34

## 2.5 Project Schedule - Gantt chart

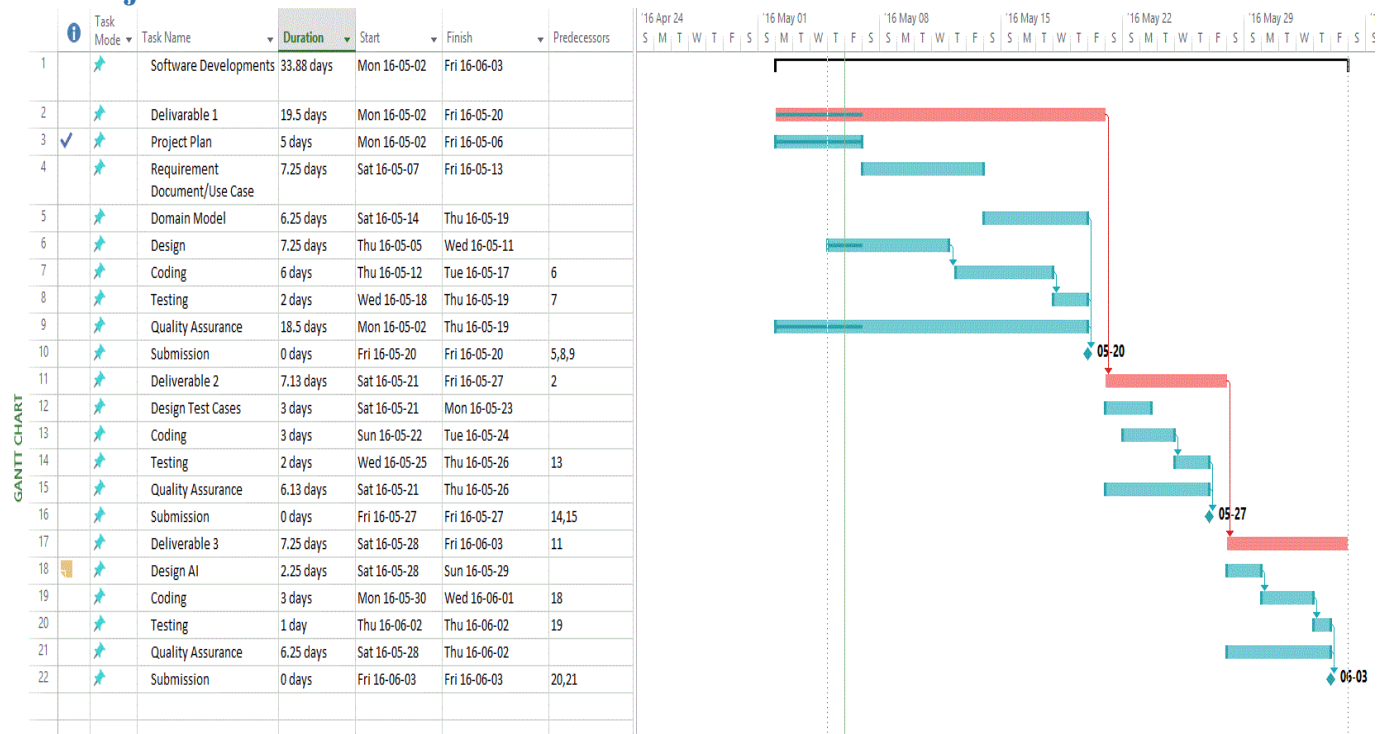


Figure 3 Gantt chart

The 'Red bar' represents the critical path whereas the 'decision bar' represents the milestone. Date mentioned in the Gantt chart is in "yy-mm-dd" format.

## 2.6 Work Breakdown Structure

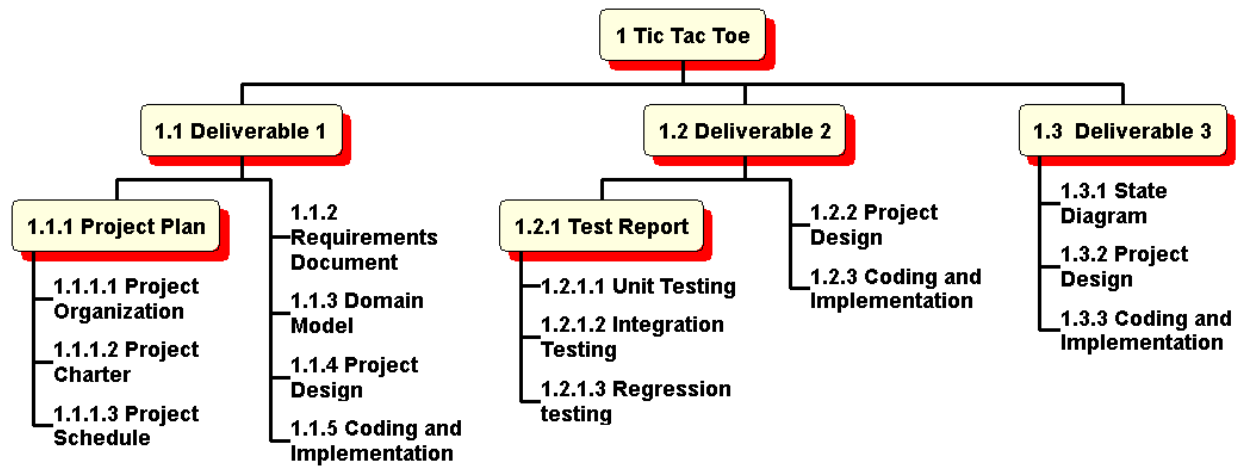


Figure 4 Work Breakdown Structure

## 3. References

1. Tic-Tac-Toe from Wikipedia, <https://en.wikipedia.org/wiki/Tic-tac-toe>.
2. Lecture from SOEN 6011/Summer 2016.