Project Proposal

Course Title: Software Project Lab 1

Course Code: SE-2112

Project Title : City-Saver

Submitted By:

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Lecturer

IIT, NSTU

Submission Date: 17th January,2019

1.Overview

Introduction:

This is a proposal for software project lab I.This project will be developed during the **3rd semester of BSSE 1st batch, IIT, NSTU,** from january *2019* to end of the semester. We will work along with our regular academic courses.This project is the implementation part of the course **software project lab - I**.

2.Title:

City -Saver

3 . What is City–Saver ?

It's basically an Action game which was developed by Namco in 1985 called as Battle City .Generally it's a tank battalion killing action game that have to be destroyed to save the base represented as an eagle.

4.Deliverables:

i. Source code.
ii. Documentation.
iii. User Manual

5.Motivation:

a. For introducing the older game to the next younger generation

b. It makes one mentally strong .

c . It creates patriotism as we are literally saving the city represented as an eagle .

6.Game Overview :

First of all there will have a players tank . Then there will have enemy tank . There will have 20 enemies on each tank and 5 levels . we will have a base represented as an eagle . our target is to save the base and kill all the enemy tanks to pass the level . There will have some power ups to regenerate the tank or gameplay .There will have five kinds of environments .1) Brick wall 2) Steel wall 3) water 4) Grass 5) Ice

8.Proposed Timeline:

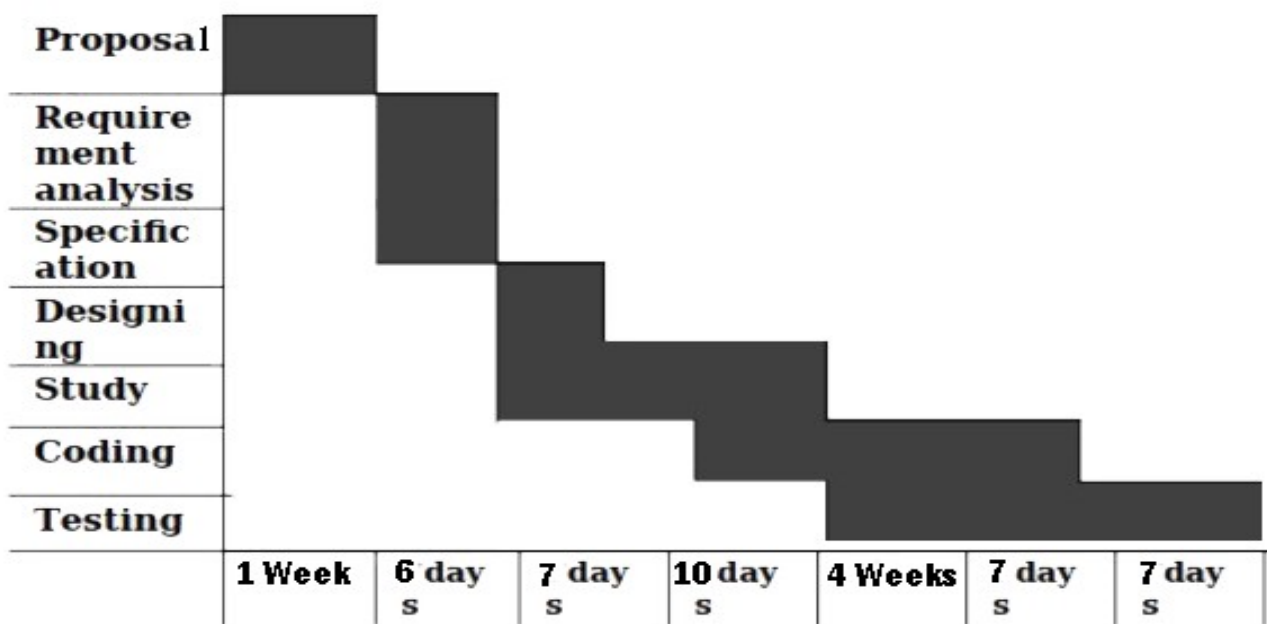| *Task*	*Deadline*
Project Proposal	Within 3rd Week of January
Requirement Analysis, Specification	Within 21th January
Designing, Study	Within 28th January
Coding	Within 24th February
Final Testing	Within 3rd March

Table : 1

	1 Week	6 days	7 days	10 days	4 Weeks	7 days	7 days
Proposal							
Requirement analysis							
Specification							
Designing							
Study							
Coding							
Testing							

Fig 1: Proposal Timeline

9.Work Distribution:

The work distribution is described in Table 2

Task	Active Member
Proposal	Khair ahammed , Mahfujur Rahman , Tahrim Kabir
Requirement Analysis, Specification	Khair ahammed , Mahfujur Rahman , Tahrim Kabir
Design	Khair ahammed , Mahfujur Rahman , Tahrim Kabir
Study	Khair ahammed , Mahfujur Rahman , Tahrim Kabir
Coding	Khair ahammed , Mahfujur Rahman , Tahrim Kabir
Testing	Khair ahammed , Mahfujur Rahman , Tahrim Kabir

Table : 2

10.Requirements :

❑ **Requirements for software development**

- ▪ Java SWING

- ▪ Java GUI

❑ **Requirements for USER**:

- ▪ Desktop/laptop

11.Objectives :

- **USER**

  a. Entertainment
  b. Making good score

- **DEVELOPER**

  a. OOP concept using java
  b. Graphics work using swing .
  c. Group work .
  d. To make a desktop-application