**Project Description and Objectives**

Our project will be an educational quizzing game focused on teaching people about a variety dinosaurs. This will be accomplished using quiz questions in the form of multiple choice, true/false, fill in the blank, and picture association. Quizzes will be broken into 10 questions each and the best score out of 10 will be shown next to each quiz on the main menu page.

**Project Management**

We will be using an Agile Methodology to manage our project. This means we will be willing to work on the fly and adapt as necessary. If new ideas pop up later in the cycle or plans change, we will embrace it. Early delivery is something we will strive for.

Microsoft Excel will be utilized to track and document our weekly progress and we will use UML tools and diagrams for Analysis and Design. This will help us to mark what has been completed and what steps need to be taken next.

To communicate within our group we have chosen to use a variety of platforms. These include gmail, wiggio, github, and tinychat. Our group has set a mandatory weekly meeting, via tinychat, for Tuesdays at 7:15 PM EST. This will allow us to communicate all at once and address any issues or concerns and plan out what work is to be done by the end of the week. We will use our other communication platforms to keep in touch throughout the week.

**Team Roles**

The team consists of Joe Dain, Caroline Ganier, John Lasheski, Wayne Tolson, and Bradley Wetzel.

The team lead and project manager is Bradley Wetzel.

In charge of data parsing and maintaining our flat file will be Joe Dain.

Making our GUI will be focused on by Caroline Ganier.

Overall design, as well as unit tests, will be created by John Lasheski.

Our UML diagrams will be made by Wayne Tolson.

**Timeline and Milestones**

Project timelines and milestones.

* + Provide an initial cut at your timelines and make sure they tie to the Syllabus.
  + Include reviews in your timeline milestones.

**Required Software**

Our program will be a desktop application compiled in Java 1.8.

It will be developed using the NetBeans and Eclipse IDE's.

The WindowBuilder plug-in will be used within Eclipse to assist with GUI development.