Project Plan & Timeline - Hangman

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We are tasked with creating a Ruby terminal application as a team of two.

Project Plan

The project will be broken up into five key stages:

1. **Brainstorm**
   a. We will bounce ideas around and narrow down to one or two that we like.
   b. If we have multiple ideas, we'll briefly plan how we might go about each one.
   c. We will choose our favorite idea for the application and start the planning phase.

2. **Plan**
   a. Clearly define our solution: What is it? What will it do?
   b. Describe the flow of our application. What might the user do or expect and how will they interact with it.
   c. Write user stories.
   d. Decide which features are part of core functionality and which should be stretch goals to be completed if time allows.
   e. Create a workflow diagram or flowchart to describe the order of operations.
   f. Write pseudocode for the application.

3. **Develop**
   a. Gather/write content.
   b. Implement required file structure.
   c. Write code for core functionality/features.
   d. (If there's time) Write code for stretch goals.

4. **Test**
   a. Manually test the application.
   b. Fix any bugs that arise.
   c. Try to break the application with user interactions. Repeat previous point, if needed.

5. **Present**
   a. Collate materials from planning stage and other documentation.
   b. Create a powerpoint presentation to show how we created the application, from brainstorming to testing and completion.

      c. Give the presentation and demo the application.

Timeline

Day	Task
1 (4/3)	➢ Brainstorm ideas for app ➢ Get idea approved by Garret ➢ Form User Stories ➢ Write pseudocode and workflow diagram
2 (5/3)	➢ Put Project Plan and documentation into place ➢ Finalise pseudocode and workflow diagram ➢ Develop source code for app
3 (6/3)	➢ Test app ➢ Finalise source code and project documentation ➢ Finalise presentation ➢ Submit project on Canvas
4 (7/3)	➢ Present project to class