Project Hangman

Created by Kevin Larsson

Organization: North Software

Date: 2019-01-28

Contents

1 / Revision history

Date	Version	Description	Author
2019-01-28	1.00	First draft of project plan	Kevin Larsson

2 / General Information

Project Summery	
Project Name	**Project ID**
Hangman	001
Project Manager	**Main Client**
Kevin Larsson	South Gaming Inc
Key Stakeholders	
Kim Jung Uno CIO South Gaming Inc Le Change Marketing Executive South Gaming Inc	
Executive Summary	
This project focus is to develop a text-based game of Hangman to the client South Gaming Inc. The game should show a welcoming menu were the player can begin a game and select different categories. The program will pick a random word from the categories. Each category has a file with words. When the program has picked a word it will display a set amount of underscores to indicate the length of the word picked. The player can make 10 mistakes until the game displays game over. For each mistake one piece of the hang man is displayed. If time permits the game will get a user interface and a high-score system.	

3 / Vision

This vision for this project is to develop a game of hangman to the client South Gaming Inc with their specific requirements. The user should select a set of categories through a console menu. Each category has a file with several words that the software picks at random. When the software has chosen a word, it displays a set amount of underscores this amount corresponds to the number of letters in the word.

The purpose of the game is for the user to find the correct word with the help of the number of letters in the word. The user has 10 tries before the game is cancelled and the text Game Over is printed. For each incorrect letter guess one pieces of the hanging man is drawn on the consol. The pieces are ground, vertical pole, horizontal pole, head, body, left arm, right arm, left leg and right leg. This vision is for the basic version of the game. If South Gaming Inc is satisfied and time permits a new version will be created with a user interface and a high score system will be created for the top 10 players.

My reflections about this vision as project manager is that the requirements set by the client is realistic with the set time-period that the client have given us. There is no need for new software or hardware to be implemented, the team can use the exciting Java IDE to produce this software. The experience I got from creating this vision is that it takes time and imagination to produce a good product when you do not have so much system requirements from the client. We want to do the best possible product to the customer but still be finished with the product and fully tested it before the assigned deadline the hard thing to do is to know what extra feature to ad and how difficult they are to implement.

4 / Project Plan

4.1 Introduction

This project is to develop a game of Hangman for the client South Gaming Inc. The full projects deadline is on the 8 of March 2019. The first deadline for this project is on the 8 of February and it is to develop this document to the team and the client.
In total there will be 3 major deadlines to follow this will be stated in the chapter project schedule.

4.2 Justification

This application is made for South Gaming Inc to be a prototype for there future investments in simple text-based games.

4.3 Stakeholders

The Stakeholders in this project are.

Kim Jung Uno	CIO South Gaming Inc
Le Change	Marketing Executive South Gaming Inc
Fu Llu Frame	Head of development South Gaming Inc
Perry Plutin	Western Market Expert South Gaming Inc
Marko Trumpetino	Head of financials South Gaming Inc

4.4 Resources

The main resource that the project has is the Java-IDE Eclipse and the programmer. Other resources are literature about Java and the Internet for special information needed.

4.5 Hard- and Software Requirements

To create the software, we are going to use the Java language and the help of Java-IDE Eclipse. The program will be running on the IDE when it is finished.

4.6 Overall Project Schedule

The first deadline is to produce a document of the project and describe a plan of action that can be shared with the programmers and the stakeholders. This deadline is set to the 8th of February 2019.

The second deadline is to produce user cases and specifically the play game user case. We should also update the time log model the behavior of the program and model the structure. All this should be completed until the 21th of February.

The third and last deadline is to produce a test plan for the program and then execute manual and unit testing on the software. This should be completed until the 8th of March.

4.7 Scope, Constrains and Assumption

This project should cover the following:
-Develop a plan for the Software.
-Start work on different iterations.
-Implement the iterations.
-Testing of the iterations and the final Software.

5 / Iterations

5.1 Iteration 1

The project plan and all the scheduling should be documented, and a skeleton code should be created for the project. The documentation and the code should then be shared with the developers and the stakeholder on GitHub. This should not take longer then to the 8th of February.

5.2 Iteration 2

For this iteration user cases should be made and a model of the structure of the software should be crated. The models and user cases should then be implemented to the code so that simple functions of the game are working. All models and diagrams should then be implemented in this document.

5.3 Iteration 3

If time allows the user interface and the high score system should be implemented. The full game should be ready for testing and a test plan should be created. The test results should be documented in this document and all changes that need to be made need to be documented too.

5.4 Iteration 4

In this iteration the complete game will be finished and tested. The full product will be shown to the client if any new features is required steps 1-3 will be made for these new features.

6 / Risk Analysis

6.1 List of Risks

Risk (Affected part)	Probability	Consequence
Loss of data (Project)	Low	Catastrophic
Underestimation (Project & Product)	High	Serious
Lack the knowledge required for some features (Project & Product)	Moderate	Serious
Sickness of staff (Project)	Moderate	Tolerable

6.2 Strategies

Risk	Strategy
Loss of data.	This risk can be evaded by saving the documentation and code on different devices so that incase one hard drive crashes you have backup files.
Underestimation	You can lower the probability of this risk by planning in extra time. If one iteration might take 10 hours allocated 15 hours for it.
Lack the knowledge required for some features	The consequence can be lower by either removing that feature, changing it or by asking a more experienced programmer of how it works or by finding better literature of the subject.
Sickness of staff	By planning in extra time for the work needed the consequence can be lowered

7 / Time Log

Date	Time needed	Task
2019-01-28	3 hours	Revision history, General information and Vision
2019-02-01	2 hours	Project plan
2019-02-07	2 hours	Iterations and Risk Analysis
2019-02-08	3 hours	Making the skeleton code and preparing to send all files to GitHub