

SOFTWARE DEVELOPMENT PROJECT Hangman

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COURSE CODE: 1DV600

Assignment 2

2019-04-12

Contents

1. Revision History	3
2. Time Log.....	3

1. Revision History

Date	Version	Description	Author
2019-04-12	1.0.2	Planning, Writing the skeleton of the Hangman game	Rashed Qazizada
2019-04-12	2.0 .2	UML diagrams, Modelling, playable version of Hangman game	Rashed Qazizada
2019-04-05	3.0.2	Vision, Use-case, Test plan, Unit test, Reflection	Rashed Qazizada
2019-04-19	4.0.2	Plan, design and test for the final product	Rashed Qazizada

2. Time Log

Theme 2	Actual	Estimated	Analysis
Class diagram	30m	1h	
State-machine	2h	2h	I was new to this part of the assignment and I went through lecture notes/videos
Extended state machine			
Use Case diagram	2h	2h	
Fully dressed UC4	2h	2h	
Implementation	2h	1h	I improved my skeleton codes for assignment 2.
Theme 3	Duration	Estimated	Analysis