SOFTWARE DEVELOPMENT PROJECT TEMPLATE

YOUR NAME
Lubna Snobar

Date
2019-02-07

Logo

HANG MAN GAME

Contents

1 | Revision History

Date	Version	Description	Author
07-02-2019	1.1	GAME PLANING	Lubna Snobar

2 | General Information

Project Summary	
Project Name	Project ID
Hangman Game	
Project Manager	Main Client
Lubna Snobar	lecturer
Key Stakeholders	
Players, programmer, lecturer.	
Executive Summary	
Hangman is the game that we are going to make in software technology course, The main principle of this game depending on a word in the first side and the player try to guess characters from other side in order to match the required word. but there are limit numbers of trying to get to the word, and if the player consumes all his tries without discovering the required word he will lose the game.	

3 | Vision

hangman is a game that consist of drawing gibbet (column line and vertical line) with a simple human body (circle, body, hands and foot)

Let's start with interface of the game which include:

1- Start playing (one player / two players as a challenge)
2- Choose a level (simple, medium, hard), the strength percentage of the level depend on how much the required word is existing around us and this is the simple level, then the medium level will be more harder, until we reach to the hardest level and this depend on how rare is the required word and how much doesn't we use it in the our daily life.
3- Results which include if the player guess the required word or not.
4- Try again if the player didn't win.
5- Restart if the player win.
6- End the game.

The number of the tries will be 8 times and if the players consume it without guessing the word he will lose otherwise win.

4 | Project Plan

Write a project plan for the project. This project plan should show the way to the complete and finished application, something that you should be able to follow. Write as much as possible in the project plan, use the material available on mymoodle (deadlines etc.), and update the document throughout the course when you know more in the later assignments. Again, as an addition, write down your reflections on creating a project plan. This reflection should be about 100 words.

First we going to start with the stakeholders, we have a developer who will going to do the plan of the all project, also we have tester who will going to test each method in the project. Also we have the project manager who is going to manage some stages and the deadline of each stage.
So first we have process and planning which it contains the plan of our game, the deadline of this stage will be on **Friday, 1 February 2019**.
We have the second stage which is software design, in this stage we are going to make use cases scenarios, all the stakeholders are responsible to make use cases, use cases contain UML diagrams, pictures, or text.
At the end of this stage we should get as result:
Fully Dressed use case diagram for "Play Game" use case.
State Machine Diagram for "Play Game", as well implementation of the project, also class diagram. The deadline of this stage will be on **21 February 2019**.
The last stage will be about software testing, the tester who is responsible for implementing test methods for many important methods for the project, the deadline of this stage will be on **Friday, 8 March 2019**.

4.1 Introduction

The propose of this project is to program Hangman game by using Java programme language.

4.2 Justification

Hangman game is our project to software technology course.

4.3 Stakeholders

Programmer: responsible on the whole plane for the game project.

Lecturer: they will give their perspectives about the game

Players: or end user who they going to play the game.

4.4 Resources

Software engineering book 10 Edition.

4.5 Hard- and Software Requirements

IDE program for developing and java kit for running.

4.6 Overall Project Schedule

08-02- 2109: Testing the project.

21-02- 2019: The UML diagrams and the hole project should be delivered.

4.7 Scope, Constraints and Assumptions

The scope of the project is started to play by guessing the words then checking the results.
constraint: the programmer could need more extra time to submit the project.
Assumptions: the user should know how to use IDE and should also have JDK and IDE in order to run the game.

---

5 | Iterations

Iteration 1 : contain the main code.

The deadline for this iteration on **Friday, 1 February 2019**.
The resources we going to use is the book, reading chapter **2,3,22,23.**

Iteration 2 : will contains a UML diagrams with the implementation of our Interface so, the game should be playable in this iteration.
The deadline for this iteration on **21 February 2019.**
The resources we going to use is the book, reading chapter **6,7,15.**

Iteration 3 : we are going to add some more features for the game, but the main goal of this iteration is about testing the code.
The deadline for this iteration on **Friday, 8 March 2019.**
The resources we going to use is the book, reading chapter **8.**

Iteration 4 : in this iteration the entire game should be run perfectly, we could add more features but the main focus is about the entire project not just any specific part. The deadline for this iteration on **Friday, 8 March 2019.**

Plan for four iterations, including this. This is a fine-grained plan on what is to be done in each iteration and with what resources. To begin with, this is a plan of what we *expect* to do, update this part with *additions* (never remove anything) when plans do not match up with reality. Also make time estimates for the different parts.

In this course the overall planning has in some ways already been decided, so use the template to provide more details on specific tasks that define *your* project. Remember that you can plan to add features to any of the phases as long as the main focus is also met.

The first assignment is to complete iteration one.

5.1 Iteration 1

ID	Description	Estimated Time	Actual Time	Dead Line
D1	Documentation of the game	10 hours	15 hours	Friday, 8 February 2019
D2	Implementing skeleton code	4 hours	2 hours	
Total time		8 hours	9hours	

5.2 It

5.2 Iteration 2

In this iteration you need to add some features to the game *but* after you have first modelled them using UML. All diagrams need to be included in the project documentation and should be implemented in the way modelled.

5.3 Iteration 3

You may include additional features to the game in this iteration, but the main focus is on *testing*. Plan, perform and document your tests in this iteration.

5.4 Iteration 4

The outcome of this iteration is *the complete* game. Reiterate the steps in iteration 1 – 3 for a set of new features but also remember to see the project as a whole, not only its parts.

6 | Risk Analysis

One of the risks that face the project manger is to be sick, this will be affect directly on the require time to submit the project so, it is better to start planning the project on early time.in addition on of the common risks is the viruses that get in to the computers that we working on and perhaps we lost our files because of this so it is better to ensure that our computers in a clear situations as well as maybe a dysfunction get in the hard so our job will stop immediately and we will lost our file so it is better to have a backup to every step we do.

6.1 List of risks

1- Illness.

2- Viruses.

3- Dysfunction in the hard disk.

6.2 Strategies

Being carful and take vitamins for protection and start the first iteration in early time.

Protect our computers with high version of antiviruses programs.

Always make a backup to our files.

Project Name – Version – Author – Date

7 | Time log

Task	Estimated Time	Actual Time	Analysis
Iteration 1	10 hours	12 hours	A main code to our project

8 | Handing in

All assignments have a number of files to hand in. The overall advice is to *keep it simple*. Make it easy for the reciever to understand what the files are by using *descriptive* file names. Use as *few* separate documents as possi-ble. Always provide a *context*, that is *do not* send a number of diagrams in “graphics format”, but always in a document where you provide the pur-pose and meaning of the diagrams. Remember that the “reciever” is in reality a customer and as such has very little knowledge of the diagrams and documents – always provide context that make anything you hand in understandable to a non-technical person.

To hand in an assignment, make a git release and hand in the link via Moodle to that release.