SOFTWARE DEVELOPMENT PROJECT

- HANGMAN -

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STUDENTS PROJECT
1DV600

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Date	Version	Description	Author

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Hangman	1
Project Manager	Main Client
Magdalena Kalisiak	My family
Key Stakeholders	
1DV600 lecturers – responsible for correcting and evaluation of the project Magdalena – manager, developer, tester	
Executive Summary	
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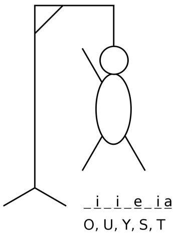
3. Vision

The project is going to be a Hangman game in two versions -apple version for the children and normal with the hanging man. T

The rules are going to be similar in both versions. The user is presented a hidden – randomly picked up word (with dashes instead of letters). He has to guess that word by telling one letter at the time. Instead of writing a letter, he can also try to guess the whole word if he has an idea. If the letter can be find in the given word than it becomes visible, else if the letter can't be found in that word – than the player is presented a first diagram of the hangman. The game goes on and with every wrong guess the hangman is being constructed (gallows, head , torso, then the arms and legs one by one). When the hangman is completely hanged the game is over. During the game the player can guess the word at any time- his goal is to guess the word before being hanged. Due to brutality of the game I would like to implement also the version with apples as the users are also going to be my children (3 and 6 years old). he apple version displays the picture of apples falling from the tree with every wrong letter – when there are no apples the game is over.

If time permits I would like to also have two language versions – polish and english and the categories (ex. names, animals, food, people).



//my reflections

I found it difficult to describe the system in such a short amount of space as half of the page. It was difficult to put all the details which could be inevitable for people who don't know this game. I was also not sure from what point on view should I take- more technical or just visualization of the game. I think it would be useful to have some graphics presenting how the game looks like and all the stages. I also liked the user stories we learned about and I found them very interesting- I hope we will use them.

I also hope I am not shooting myself in the knee adding another version with a tree – hope this will not make make it too time consuming.

4. Project plan

4.1. Introduction

The work will be divide into four iterations and is going to be focused on proper documentation and planing, including feedback , coding and coping with visual side of the game. The code will be written in Java. The game will be a simple console game.

4.2. Justification

The application is made as an assignment for the course 1DV600 at the Linnaeus University and is is going to be a training in developing software projects. The application will also serve my family as a free time activity.

4.3. Stakeholders

- 1DV600 lecturers – responsible for correcting and evaluation of the project, they are setting the deadlines
- Magdalena – manager, developer, tester
- family (children and husband- users)

4.4. Resources

The resources consist of:

- time – as I have most of the roles- the resource is my limited time 9-14 on the weekdays when children are in preschool
- knowledge – resources of knowledge are variable: mymoodle-lnu, lectures 1DV600, Software Engineering (10th Edition): Ian Sommerville, slack 1DV600, youtube tutorials, 1DV507 lectures for programing part of the project
- hardware and software used
- money – there is no financial support for the project – it is a students training.

4.5. Hardware and software

The hardware for developing and using the application is a desktop computer. The software IDE used in development is Eclipse. The game will be a console game.

4.6. Overall Project Schedule

ITERATION 1.	**Friday the 8th feb**
ITERATION 2	**Thursday the 21st feb**
ITERATION 3.	**Friday 8:th mar**
ITERATION 4.	**not set yet**

4.7. Scope, Constrains and Assumptions

The scope of the project:

- application planning, development, modeling and testing
- preparation of the documentation required in the assignment
- education on github, planning modeling and testing
- keeping track of the deadlines and slack and mymoodle information

The constrains are mainly due to time and knowledge resources. Especially that I have no experience of adding pictures to the code (there will be lecture on JavaFX- maybe this can I use). It is assumed that the lecturers put a lot of attention to the learning and planning proces as well as development side of the project but complicated game is not expected.

//my reflections

I found this part easier to write – it goes into details in the structured way. I don't like the fact that I had to write the dates again and I will also write them in handing in part – but I assume as in the real project this part can be more complicated. When I was writing the hardware and software part I was wandering how deep shall I go in and also realized that there is a lot to learn for me here. As I have never been a game fan or computer hardware/ software enthusiast I will have to catch up with my knowledge probably

5. Iterations

5.1. Iteration 1 – assignment 1.

- completing the documentation – project plan
- skeleton of the implementation
- github release – learning how to use it
- estimated time: 40 working hours including education
- deadline **Friday the 8th feb**

5.2. Iteration 2 – assignment 2.

- modeling the features of the game in UML
- implementation of the prepared models (most develping will be done after this part for both versions of the game (apples and hanging man)
- if time permits the graphic part of game should be done but it depends on how challenging this task will be – with no knowledge I can't make any time assumptions for that
- github release
- estimated time: 60 working hours including education
- deadline **Thursday the 21st feb**

5.3. Iteration 3 – assignment 3.

- testing and testing planning and documentation
- if time permits the additional features will be added: two language versions – polish and english and the categories (ex. names, animals, food, people)
- github release
- estimated time: 60 working hours including education
- deadline **Friday 8:th mar**

5.4. Iteration 4 – assignment 4.

- reiteration of the steps
- adding new features
- working on details
- consultation with users
- github release of the complete game
- estimated time: 40 working hours including education
- deadline not set yet

6. Risk analysis

6.1. List of risks:

(1) the staff availability (one of children gets sick)

(2) hardware problems

(3) lack of motivation and reasonable time scheduling

(4) lack of knowledge concerning adding graphic to code – complete lack of idea at the moment

6.2. Strategies

A-Avoidance and M-minimizing:

the staff availability (one of children gets sick)

- A - keeping children in good condition
- M – working ahead
- M – cooperation with my husband and mother
- M – fast healing strategies

hardware problems

- A – already bought a new laptop after last crash
- M – doing the back up often
- M – having one spare computer
- M – solving the problem fast with the help of Tomek

lack of motivation and reasonable time scheduling

- A – working on motivation, thinking of benefits
- A – planning ahead
- A – following the slack and moodle
- M – work at night and take a lesson

lack of knowledge concerning adding graphic to code – complete lack of idea at the moment

- A – learning about it as fast as possible
- A – consultation
- A – finding simplest way of visualizing the game
- M – this problem can appear only in 2 and 3 iteration - than I will get the feedback if my implementation is working appropriately

//my reflection

This part has been very easy for me as my son has sever allergy that can lead to anaphylactic shock - when I was reading the chapter of the book I discovered that I have been using the risk analysis and planing unconsciously in my everyday life to cope with the stress which such allergy carries. We have strict written avoidance and minimizing plans in our family. Also as a very cautious person I see even to many around risks and planning always helps me to get rid of the tension.

I had more strategies in mind but I have written the most important ones.

7. Time log

I also tried using on-line time log application – like todo.vu

TASK	DATE	TIME ESTIMATION (h)	REAL TIME (h)
Getting knowledge and analysis	25-31.01 19	10	20
Building plan template	4.02.2019	0,5	1
Vision	5.02.2019	2	1
Project plan	6.02.2019	2	0,7
Resources	8.02.2019	1	0,7
Iterations	8.02.2019	2	0,7
Risks	8.02.2019	2	0,7
Time log	4.02.2019	1	1
Searching for on-line time logs	4.02.2019	1	2
Hand in	4.02.2019	1	1
Coding	8.02.2019	2	3
Learning github and dealing with it	26.01.19 8.02.2019	5	8

//my comment on the time log

I see the certain pattern in all the projects I do. The closer to the deadline the more effective I get and very close to the deadline I get the deadline kick of effectiveness. And long before the deadline I tent to delay the real job that has to be done by endless collecting knowledge and "sharpening my pencils". I will have to work on that.

8. Handing in

ITERATION 1. **Friday the 8th feb**
MyMoodle – hand in • CODE and PLAN (ProjectPlan.pdf) - git release and hand in the link via Moodle to that release
ITERATION 2 **Thursday the 21st feb**
MyMoodle – hand in • linking submitting link to a RELEASE tag "Assigment 2" in Github repository
ITERATION 3. **Friday 8:th mar**
MyMoodle – hand in • PDF file – Tests.pdf with the link to previous ass in Github
ITERATION 4. **not set yet**