**PROJECT PLAN**

-12bce0552, 12bce0105, 12bce0603

1. **Problem Statement**
2. **Clear and well-defined problem statement (one or two sentences)**

**(i) Who Am I?**

The player is asked to think of a famous celebrity. A set of questions is then asked and based on the responses, the celebrity is guessed by the software.

**(ii) Tic-Tac Toe**

One of the players is allowed to login to the software so that he knows all the possible strategic moves to his opponent’s moves and hence will always win.

**(b) How will your project be different from any similar systems? (one or two sentences)**

In both of the games the features different are 1) Minimum set of questions to identify the celebrity and 2) Always let the player (logged in) win over the other.

1. **Project Objectives**

**Clear and well-defined list of project objectives (what things the project will do)**

1. **Who am I?**

The objectives are met by:

* Mitu
* Front end handling and Attractive web page designing
* Registration and Login
* Updating Database
* Baijayanti Chakraborty
* Database Handling
* Questionaire Preparation
* Updating Database
* Vikhyati Singh
* Listing Celebrities
* Answering questionnaire for each Celebrity
* Updating Database

1. **Tic Tac Toe?**

* Mitu
* Coding for Tic-Tac-Toe
* Identifying Strategic Moves
* Baijayanti Chakraborty
* Front End handling and Attractive Web Page designing
* Registraion and Login
* Vikhyati Singh
* Providing Strategic Moves to the Logged In user
* Providing Moves for winning or tie as the user wants

1. **Feasibility Study**

**(a) Evaluation of the potential of the proposed project.**

The potential of the proposed project will be to solve “Who Am I?” in limited number of questions and predict the correct celebrity.

The potential of “Tic-Tac-Toe” is to always favour one user over the other.

**(b) Justification that the project will be completed within the timeframe.**

The project has clear,discrete goals that are divided among the members of the group. Both games require handling front end, back end and logic that are divided among the given number of days.

**(c) Also study the technical & operational feasibility of the project.**

Technical Feasibility (Level of Technology):

1) HTML/CSS

2) JavaScript

3)MySQL

4)PHP

Operational Feasibility (Operational Scope/Usability):

The games will be of high operational scope since both of them have following features:

1) Guessing Celebrity in limited Questions.

2) Allowing User to always win using strategic moves.

1. **Process Model**

**(a) Choose the appropriate process model for your project.**

WATERFALL MODEL

It is a Plan-driven model. There are separate and distinct phases of specification and development.

The water fall model requires the following steps:

1) Requirements and Definition

2) System and Software Design

3) Implementation and Unit Testing

4) Integration and System Testing

5) Operation and Maintainence

**(b) Justify the why you have chosen it.**

* The requirements of the system are database and front end. Only after the system is completely designed, can we go for system implementation and system testing. Hence, it is a downward approach.
* We cannot use incremental model since it involves alterations in specifications even after system has started developing which is difficult since then database and questionnaire need to be changed every now and then.

1. **Deliverables**

**(a) Specify well-defined deliverables. (major results or services that will be produced, specific things the software will do)**

* **WHO AM I?**
* Identify Celebrity
* Ask appropriate questions so the celebrities are shortlisted quickly
* Ask minimum number of questions
* **TIC TAC TOE**
* 3x3 grid
* Appropriate Strategies for each move of the superior player

**(b) Mention any platform(s) and/or framework(s) which you plan to use.**

* Sublime Text-text editor for HTML/CSS, Javascript
* Komodo edit for MySQL

1. **Project Scheduling**

**(a) Plan and Schedule the project according to the process model chosen**

The water fall model requires the following steps:

1) Requirements and Definition 1 Feb 15-11 Feb 15

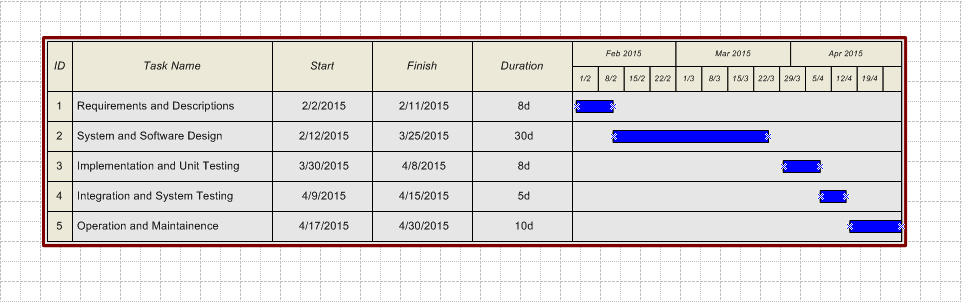
2) System and Software Design 12 Feb 15-25 Mar 15

3) Implementation and Unit Testing 30 Mar 15-8 Apr 15

4) Integration and System Testing 9 Apr 15-15 Apr 15

5) Operation and Maintainence 17 Apr 15-30 Apr 15

**(b) Gantt chart & pert chart**

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