|  |  |  |  |
| --- | --- | --- | --- |
| **WBS** | | | |
| **Task** | **Designation** | **Student Name** | **Student ID** |
| 1. **SRS** | Plan-driven – agile | Mohamed Abdelhafiz | 4131078 |
| 1. Planning Stage | Agile | Mohamed Abdelhafiz | 4131078 |
| 1. Collect Requirements | Agile | Mohamed Abdelhafiz | 4131078 |
| 1. Documentation | Plan-driven | Mohamed Abdelhafiz | 4131078 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| **Task 1** SRS | **Designation** | **Student Name** | **Student ID** |
| **Start criteria** | Agile | Mohamed Abdelhafiz | 4131078 |
| **Inputs** | Continues the development and documentation of project alternatives, assumptions, and constraints.   1. Introduction, 2. Description, 3. Interface requirements, 4. System features, 5. Functional requirements. 6. Non-functional requirements. | | |
| **Activities** | Introduction   1. Purpose 2. Problem definition   Description   1. Operating environment 2. Design and implantation 3. Assumptions and Dependencies [The 4 Stages plan].   (Window and interactions), (Scene Components) ,(Properties) ,(GUI).  Interface Requirements   1. Hardware Interfaces 2. Software Interfaces   System Features   1. Functional requirements 2. Non-functional requirements 3. Other requirements ( Game Environment )   ( Extra Part that entertainment) | | |
| **Outputs** | Establishes a baseline of the plan from which the project will be managed. | | |
| **Ending criteria** | To make specific work to be performed and the goals that define the  project and start a specific planning and to move to other requirements | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Task 2.** planning | **Designation** | **Student Name** | **Student ID** |
| **Start criteria** | Agile | Mohamed Abdelhafiz | 4131078 |
| **Inputs** | 1. Project charter 2. Organize process 3. Outputs from planning processes | | |
| **Activities** | Expert judgment | | |
| **Outputs** | *Project management plan* | | |
| **Ending criteria** | To start the step of collect Requirements. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Task 3.** collect Requirements | **Designation** | **Student Name** | **Student ID** |
| **Start criteria** | Agile | Mohamed Abdelhafiz | 4131078 |
| **Inputs** | 1. Project charter | | |
| **Activities** | 1. Project charter 2. Facilitated workshops 3. Prototypes 4. observations | | |
| **Outputs** | 1. Requirements Documentation 2. Requirements Management Plan | | |
| **Ending criteria** | To Start The Implantation step. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| **Task 4.** Documentation | **Designation** | **Student Name** | **Student ID** |
| **Start criteria** | Plan driven | Mohamed Abdelhafiz | 4131078 |
| **Inputs** | Coding , Report | | |
| **Activities** | We are writing C++ | | |
| **Outputs** | Documentation will be written during the project, but in the second term.  The report we will do a review before the hand in, ensuring everything is perfect.  Note [the project related at the part of implementation and coding] | | |
| **Ending criteria** | Related of functional requirements  Start Testing and Make a draft. | | |