

BATTLE SHIP GAME

Project Report *v1.1*

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1 Project Structure

1.1 Team

The project team is called “**DieEierbaeren**” and has the team id “**EBB**”. Every team member is responsible for his work and has a defined role, however, it is possible that team members work together on specific work packages.

Team Member	Role
Nikolaus Spieß	Design & Layout
	Project Management
	Development
Maximilian Steiner	Project Documentation
	Project Management
	Development

Table 1: Team Members

1.2 Project Methodology

We use an agile project management approach. Since our team only consists of two members we have to be flexible. Every member has a defined role but may also work together with other team members on certain tasks.

2 Work Packages

There are three major work packages for this project where every WP has its defined deadline.

2.1 WP1: Project Planning | Mock-Up Design

This work package includes the design of the mock-ups and project planning and is due on January 14th 2018.

Project Planning

Deadlines

The table below shows the deadline for each WP and the final deadline for the project.

Project start	December 19 th 2017
Deadline WP1	January 14 th 2018
Deadline WP2	January 23 rd 2018
Project end == deadline WP3	January 25 th 2018

Table 2: Deadlines

Effort Estimation

Planning & Design	Estimated Time
Project Report including Time-, Effort- & Cost-Estimation	4h
Mock-Up-Design	6h
Scene Creation	2h
Project Documentation	1h
Σ	13h

Table 3: Effort WP1

Functional Implementation	Estimated Time
Basic Code Implementation	30h
Start Screen	2h
Welcome Screen	2h
Credit Screen	2h
Highscore Screen	5h
Edit Screen	5h
Bug Fixing	2h
Manual	2h
Project Documentation	1h
Σ	51h

Table 4: Effort WP2

Project Close	Estimated Time
Code Cleanup	1h
Project Presentation	4h
Project Documentation	1h
Σ	6h

Table 5: Effort WP3

Time Estimation:

According to the effort estimation of each work package the total time needed for the project results in:

- WP1: 13h
- WP2: 51h
- WP3: 6h
- Total Time: 70h**

Cost Estimation:

The cost of one working hour is estimated with € 25,00 and the whole project requires 70 hours to complete which results in a total of **€ 1.750,00** for the project.

Mock-Up Design

Start Screen:

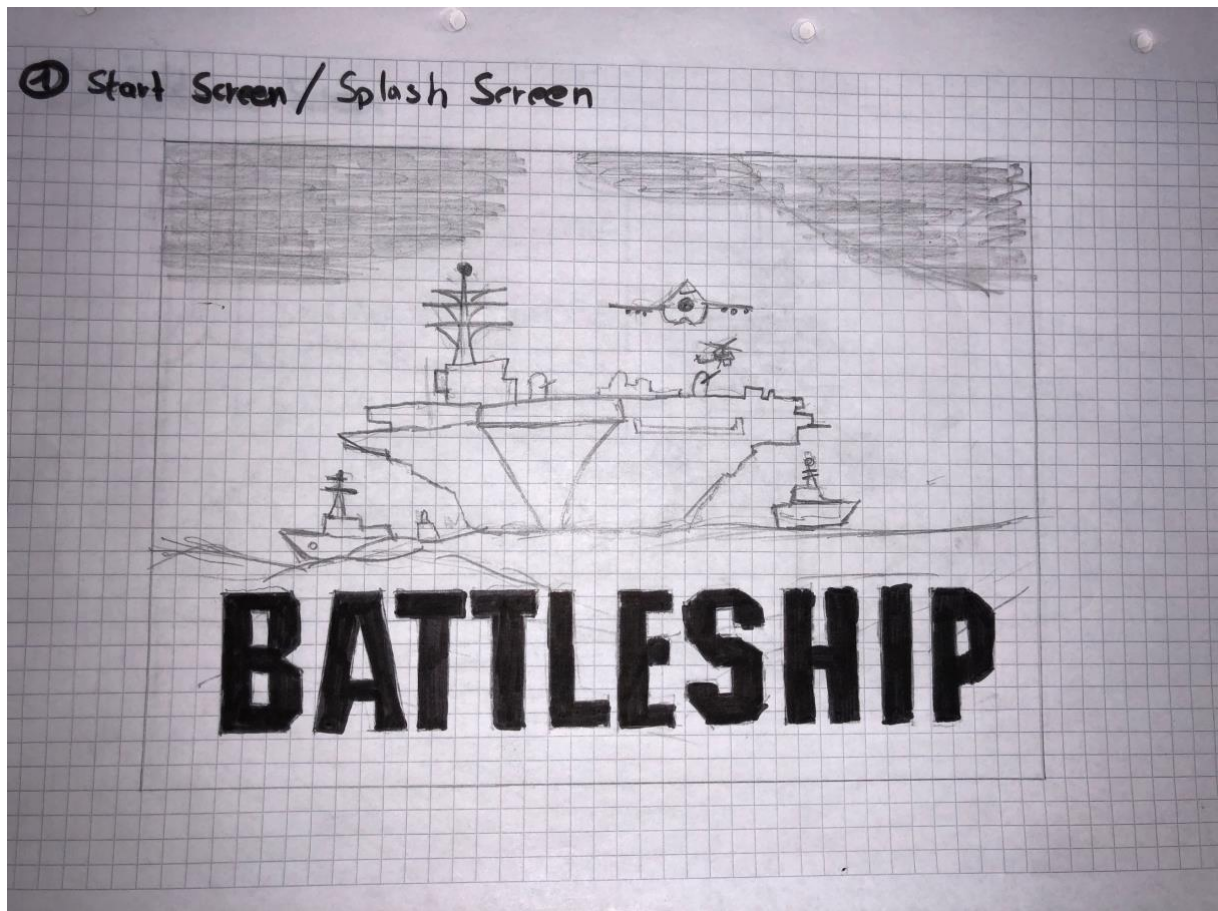


Image1: Start Screen Mock-Up

The start screen will be the first screen displayed when the application is launched. It will consist of an image of a military fleet and the name of the application.

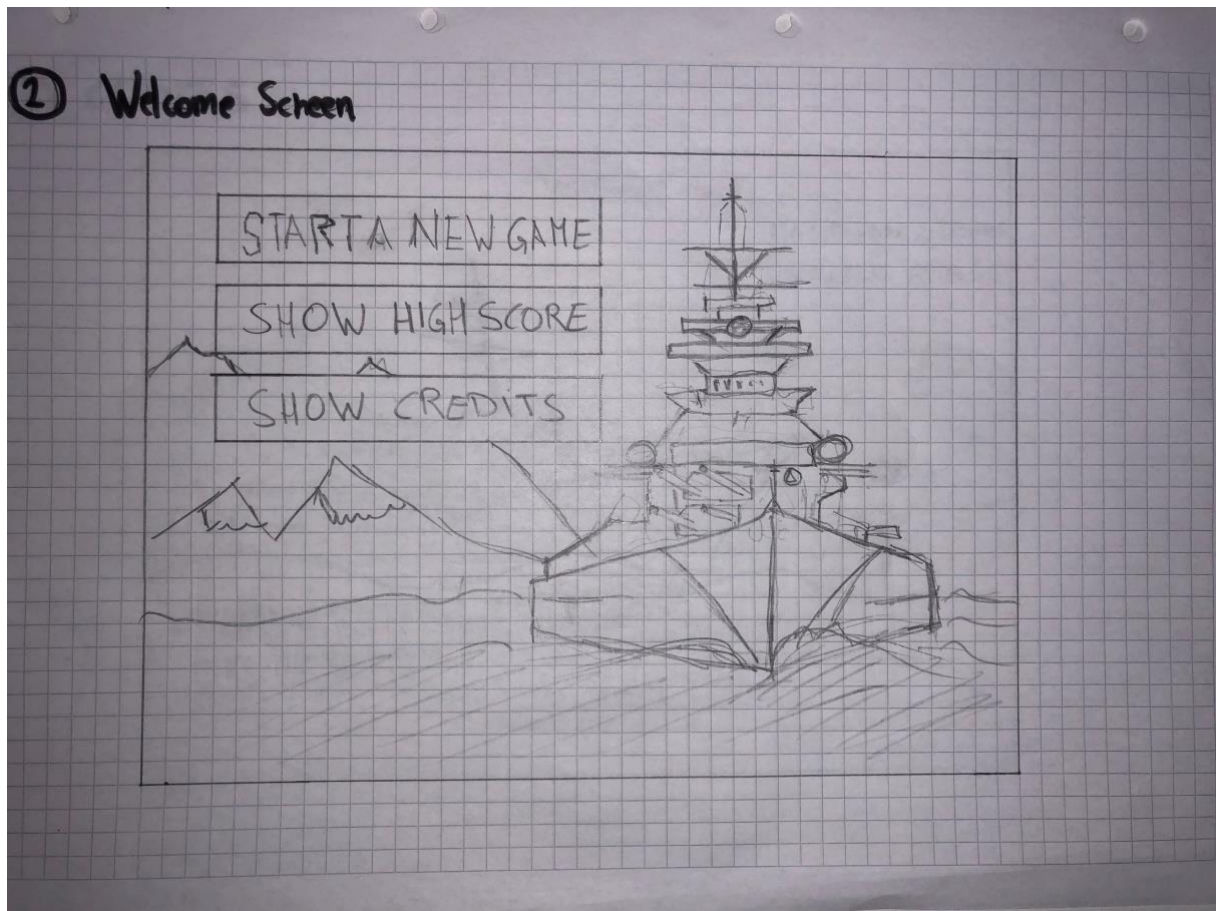
Welcome Screen

Image 2: Welcome Screen Mock-Up

After the start screen, the welcome screen will be displayed to the user. It will consist of an image of a battleship as well three buttons.

Button	Description
Start A New Game	Starts a new Game and will direct the user to the Edit-Screen.
Show Highscore	Directs the user to the the Highscore-Screen where all highscores are listed.
Show Credits	Directs the user to the Credit-Screen where information about the developers are listed.

Table 6: Button Description

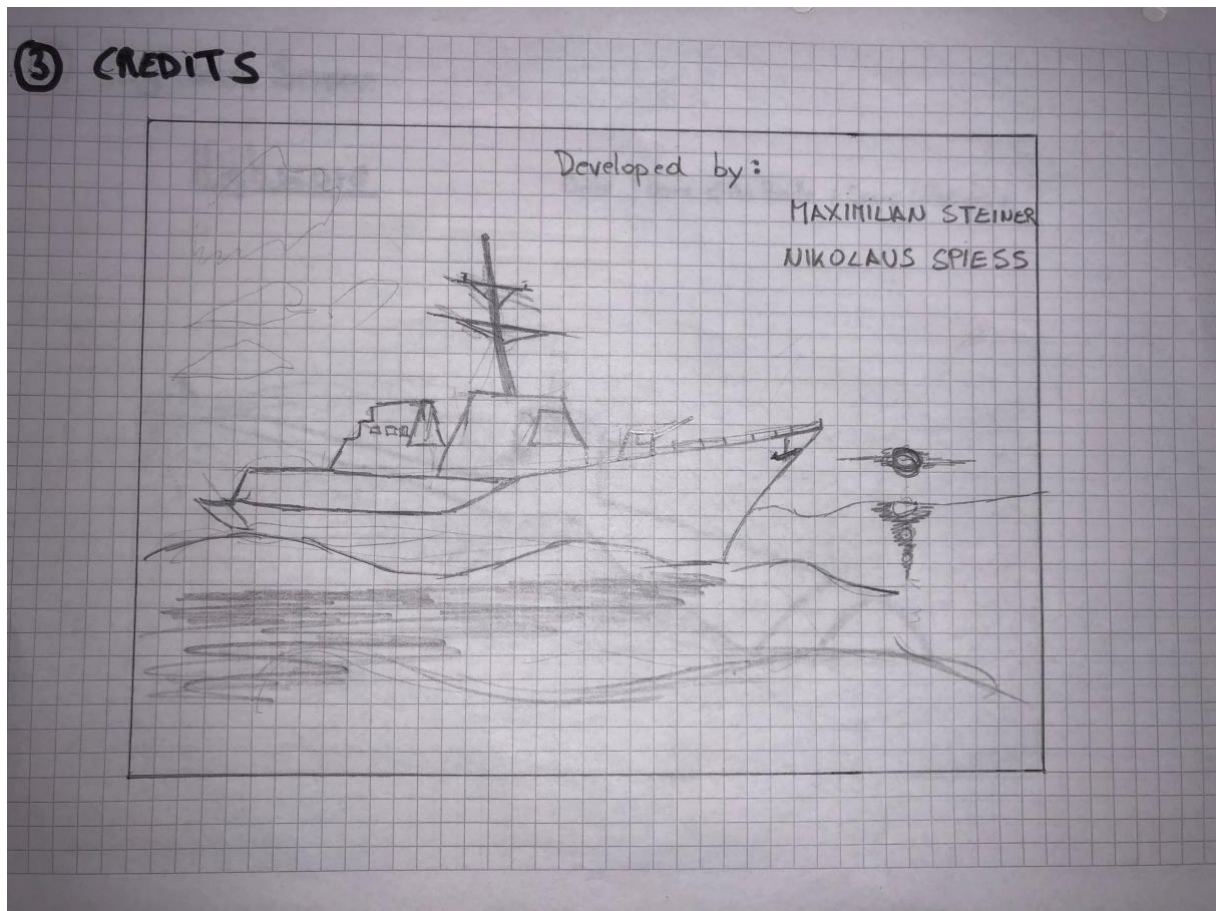
Credit-Screen:

Image 3: Credit Screen Mock-Up

The Credit-Screen will consist of an image of a battleship and will provide information about the developers as well as legal information about the game.

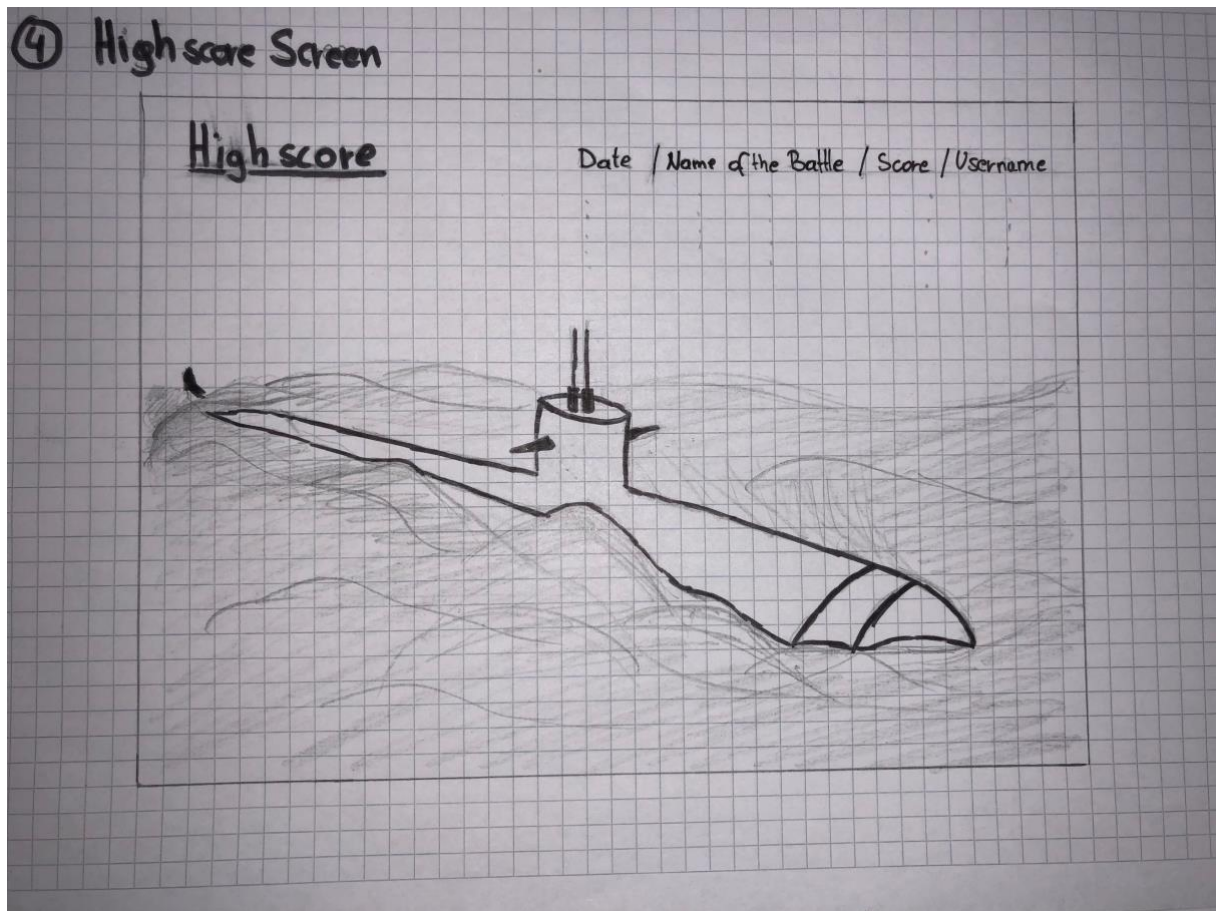
Highscore –Screen:

Image 4: Highscore Screen Mock-Up

The Highscore Screen will consist of an image of a submarine and will show the highscores of previous played games in the format:

"Date/Name of the Battle/Score/Username"

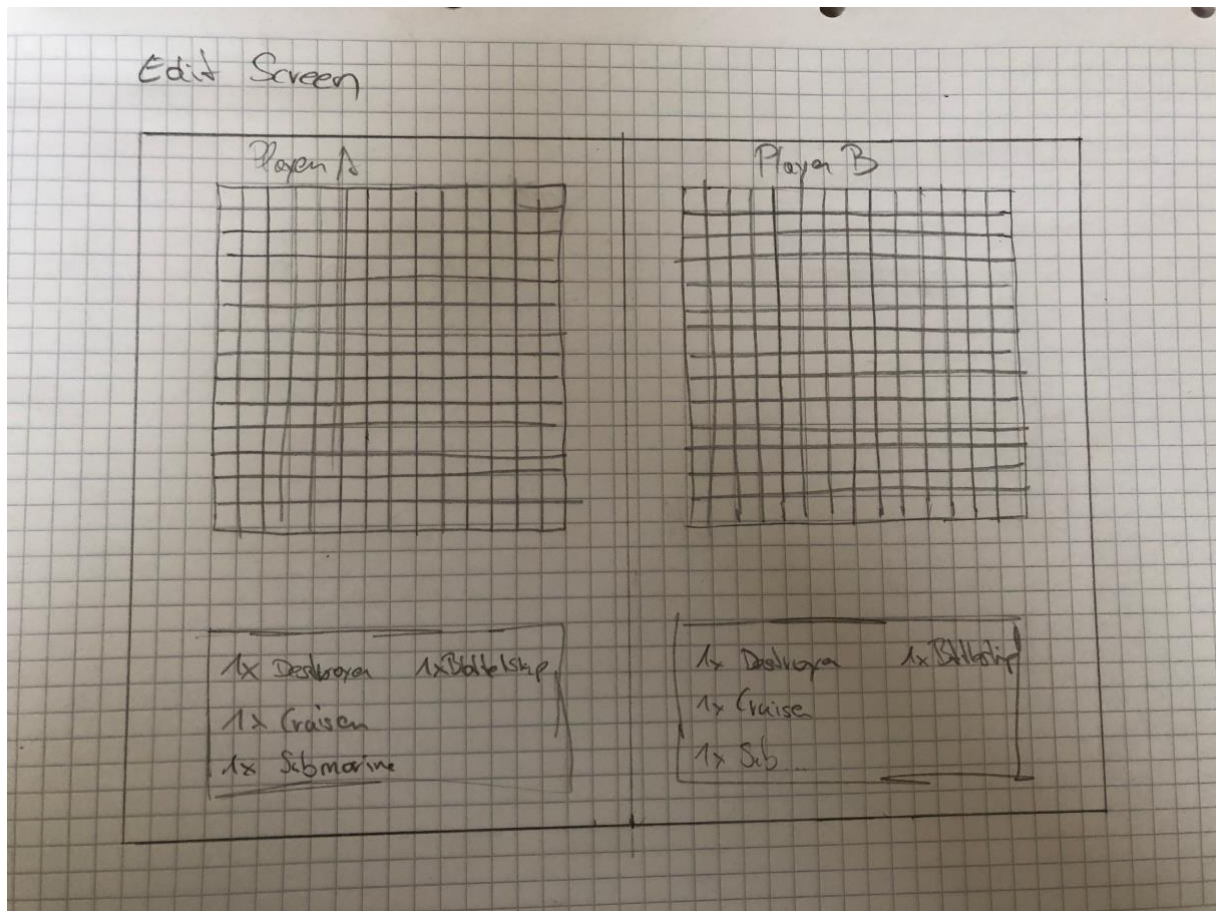
Edit-Screen:

Image 5: Edit Screen

The Edit-Screen is split in half, one side for each player. On top of each side the users will be able to edit their name. Below the name there will be the battlefield for each user. At the bottom of the Edit-Screen there will be a field of all available battleships which can be placed on the battlefield.

2.2 WP2: Functional Implementation

This work package includes the functional implementation of the application and is due on January 23rd 2018.

The following features need to be implemented for our application to work properly:

- Implementation of basic code
Necessary code for a working battleship game
- Screen design and screen-redirection
- Storing previous highscores

2.3 WP3: Project Close

The close of the project is due on January 25th 2018 and includes:

- Clean-up of the source code.
- Finishing the projects documentation.
- Preparing a presentation of our application.
- Committing and pushing all necessary files to Github.
- Preparing for the presentation to sell out application.

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