

# CSC290 Project Plan

## Overview

Project Name	Connect Four Project
Last Revision	Oct 13th 2019
Submitter Name	Gen Tomita
Begin Date	Oct 2nd 2019
Expected End Date	#####

## Details

Project Goal	Creating Connect Four Project by Pygame
Project Scope	<u>Must-Have</u> <ul style="list-style-type: none"> <li>• GUI control with pointer and clicks</li> <li>• 2 Players PvP</li> </ul> <u>Good-to-Have</u> <ul style="list-style-type: none"> <li>• CPU vs Player</li> <li>• Pages explaining how to play</li> </ul> <u>Out-of-Scope</u> <ul style="list-style-type: none"> <li>• CPU with different strength</li> <li>• Animated moves of stones</li> </ul>
Risks	Someone drops course, scheduling conflict, internal problem in implementation
Main communication platform	What's app, Github documents
Deliverables	Details of our deliverables are stated in its section.
Stake Holders	Professors and TA's marking the project.
Requirements	<u>Functional</u> <ul style="list-style-type: none"> <li>• Start page/view</li> <li>• Piece can be placed into board</li> <li>• Pieces can be placed at proper position with mouse</li> </ul> <u>Non-Functional</u> <ul style="list-style-type: none"> <li>• Satisfactory user experience</li> <li>• Smooth GUI</li> </ul>
Assumptions	All members have regular skills in <ul style="list-style-type: none"> <li>• Python 3</li> <li>• GitHub</li> </ul>
Dependencies	Our deliverables are working necessarily with <ul style="list-style-type: none"> <li>• Python 3</li> <li>• Pygame</li> </ul>
Team Members	Gen Tomita, #####

## Work Breakdown

Our game consists of 4 main classes

1. Main class
2. Board class
3. Player class
4. GUI models and controllers class

Since the team consists of 5 members, each member is responsible to a single class and one member will be the project manager who is responsible for checking the delay in developing and the dependency of each class, and cleaning code smells.

## Milestones

Dated Mile stones go here#####

## Deliverable

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## Communications

1. All communications regarding the project are expected to be on the Whats app ensuring all team members can see logs in order to prevent the project from communication troubles.
2. Any code changes must be committed to different branches for each member. All pushes should be commented with name.
3. Merging to master branch is allowed if it does not conflict with any other classes that one is not responsible.
4. If a member thinks it is inevitable to modify other class, the project manager must be notified that and check the modification does not influence other classes.
5. If one has trouble in schedule or implementation, they must discuss with project manager as soon as possible