**Project Plan: [Name of Project/Game]**

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| **Goal** |  |
| **Stakeholders** | Professors and TA’s marking the project. |
| **Requirements** | **Functional**  Start page/view (show rules, how to play).  Piece can be placed into board.  Pieces can be placed beside or on top of each other.  Game is able to identify the winner.  An 6x5 board. |
| **Non-Functional**  **Game is running smoothly.** |
| **Deliverables** | **External Deliverables**  **Project plan**  **GUI visual design, shows board**  **Player input slots on pygame work**  **Player input affects the board** |
| **Internal Deliverables**  Game Controller class  Game application class (uses players and board, accesses board methods)  Game player class (contains information about a player object)  Game Board print and piece abilities class (makes changes to board, hard)  Test file that checks possible cases |
| **Scope** | **Must-Have**  2 players,  GUI,  Start game and restart game buttons, |
| **Good-to-Have**  **A com player easy level** |
| **Out-of-Scope**  **Different levels of com players,**  **Animated connect 4 moves,**  **Recommend move by computer,** |
| **Milestones** |  |
| **Risks** | Someone drops course  Scheduling conflicts |
| **Means of Communication** | What’s app |

**Work Break Down Structure**

**Addendums**