**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 |
| **Non-Functional** |
| **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 |
| **Good-to-Have**  **A com player easy level** |
| **Out-of-Scope**  **Different levels of com players**  **Animated connect 4 moves** |
| **Milestones** |  |
| **Risks** | Someone drops course  Scheduling conflicts |
| **Means of Communication** | What’s app |

**Work Break Down Structure**

**Addendums**