**Project Charter - Hangman**

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| **Team Name:** | Infinite Loops |
| **Team Members:** | Thomas Halpin, Emre Ilgin, Amber Viescas, Nikhila Nallamothu. |
| **Problem Definition:** | Team **All Jumbled Up** wants to develop an online version of the game **Hangman**.  The game will be portable and will be able to play online from any system with the internet. The game would stay true to its original rules and will support a few added enhancements as requested by the client **All Jumbled Up**. |
| **Proposed Solution:** | Team **Infinite Loops** will build the online version of the game **Hangman** as per the requirements specified.  Weekly meetings will be conducted with the client team and progress will be shown to them. |
| **Client:** | Team **All Jumbled Up** |
| **Other Stakeholders:** | Prof. Bruce Weir |
| **Approach:** | The team **Infinite Loops** is dedicated to elicit, analyze, validate and document the requirements for **Hangman** online game. An initial kick off meeting will be held with the client to discuss the initial requirements. We will work with the client to determine means of communication, which allows team **All Jumbled Up** with uninterrupted development of the game. |
| **Proposed Deliverables:** | Project Charter   * Source Code   Working Online **Hangman** game |
| **Milestone Plan:** | |  |  |  | | --- | --- | --- | | **Milestones/ Activities** | **Target Dates** | **Meeting Duration** | | Initial Meeting | September 3, 2015 | Approximately 20 minutes | | Draft Project Charter and game 1st review | September 10, 2015 | Approximately 30 minutes | | Game 2nd review | September 24, 2015 | Approximately 30 minutes | | Game 3rd review | October 29, 2015 | Approximately 30 minutes | | Game 4th review | November 19, 2015 | Approximately 30 minutes | | Final game presentation and final game deliverables | December 3, 2015 | Approximately 45 minutes | |
| **Success Criteria:** | Project success criteria is to deliver   1. Test cases 2. Source Code 3. Working game of **Hangman** |
| **Project Risks:** | 1. Out of scope requirements 2. Scheduling conflicts between Infinite loops and client Team. 3. Lack of participation from risks 4. Identity theft of players |