KRITICAL HIT PROJECT

April 2023 monthly report.

This month, I managed to complete my Features List for my KriticalHit project. Indeed, they contain detail about their description, process, degree of importance and requirements.

[KriticalHit Features list.xlsx](https://algosup-my.sharepoint.com/:x:/p/paul_nowak/EQ8OTxI49a5Pi8mnKyiqW-8BObeCYxu2ka8q8uangrg-pg?e=lIKAVQ)

In the process, Konstantinos Dimopoulos has advised me to not detail it too much and to think more about the core stuff. Now, I need to validate the features and decide which one I will do depending on their importance.

I managed to decide the milestones to accomplish my project:

-Project Scope decided

-UI prototype finished

-Software development started

-Quality Assurance Testing

-Testing User Acceptance

-Project Delivery

Although I seem to have completed my task list, I have to confirm the time required for each of them as I still have trouble to make these approximations.

In fact, I believe I should get informed about the average required time of my objectives and my milestones.

By the way, Konstantinos Dimopoulos proposed me to use Figma as a prototype designer software. For that, I just need to watch some tutorials and see what can of UI mock-ups I could use for KriticalHit’s interface.

In May, I must start working on a design prototype.

However, as I want to create a software like a game engine but focusing on the battle system, I have to clearly define the type of software it is (Web Application ? Software Framework ?). If I’m able to know that detail, I could organize my tasks in a better way.

During my vacations, I bought a C++ reminder book to help me learn about the programming language for my future software.