SOFTWARE DEVELOPMENT PROJECT TEMPLATE

YOUR NAME

Reham Khaezran

Date
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Logo

Optional logo

Contents

1 │ Revision History

Date	Version	Description	Author
05-02-19	1	Project plan	Reham khaezan

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Project Name : Hangman game.

Project Manager: Reham Khaezran.

Main Client: Teachers.

Key Stakeholders: the player, Project Manager, Teachers.

Executive Summary:

Hangman game is one of the most famous games and it has a simple idea start with choosing a word by the computer and let the player guess it, and this word will be presented to the player by a row of boxes which has a dashes for each box that represent letter of the word. The player will have to guess the word by choose a letter and put it in the one of the boxes. for each right letter (the letter exist in the word) the man will have a chance to escape and every wrong letter (not exist in word) it will led the man to hang.

3_vision :

The main vision will be presented in few basic steps.

1_The screen will show for the player a box and one line of text .
"The text will be asking to include a number in the box "
"The number will be presenting the guessing word number "
2_The screen will show a new line of text on the top of the boxes in the middle of the screen
with a picture on the top .
"The text will be asking the player to start choosing letters and in the picture there
is the hang wall that will be used to hang the man if the player lose"
3_The player will start putting in side each box a letter from the keyboard .
4_ With each right letter (exist in the guessing word) will show up in the screen one line of
text says "" good chose"" and will start painting the man outside the hang wall
i.e. for first right letter it will paint the face for the man.
the second right letter it will paint the body of the man ...etc.
"If all the character is right the man will be completed with a happy face
and one line of text says ""The word is right, you win!""
5_if the letter does not exit the screen will start painting the man in the hang wall
" if all character is wrong the man will be hanged on the hang wall with unhappy face.
Which mean the player lose.

4_project plan:

Firstly the player will start the game by putting a number for the guessing word and then the program will choose a random word has the same number that the player put it from the file which stored in a separate space. Secondly the player start putting letter in boxes for every letter the program checks if it is in the guessing word the player continue playing and If all the character is right the man will be completed with a happy face if it is not the player lose and the man will be hanged on the hang wall with unhappy face , but the player will had three chances to make a wrong chose .

4.1_Inroduction:

This game is based on guessing. the guessing will be on a word and the player will had a chances to find out this word by a few steps and with less than a specific amount of trials and by finding out the word the player saves the man from getting hanged. but if the player used all chances and was unable to guess the word then he lose and the man hanged.

4.2_Justification:

This game help the players to think while they are played and it is definitely grows their own knowledge. The importance in this game that it collect the fun, and learning .

4.3_Stakeholders:

_The User: the person who plays the games (guessing the word)by limited chances.

_The Developer: The game designer, the person who design the game and put the conditions

steps output screen .. by constructing code .

4.4_Resources:

Completing the development process are:

1_ Man- Power

Responsibility: Everything

Role: Implementer

Worker: 1

2_ Tools

JDK version 11.0.1 using Eclipse to construct and compile the code.

The study material from (MyMoodle).

4.5_Hard- and Software Requirements:

4.5.1 Hardware

Any Computer should run this game with ease.

4.5.2 Software

Eclipse or Java Script or Node

4.6_Overall Project Schedule:

The deadline for assignment 1 is 8 February 2019.

The deadline for assignment 2 is 21 February 2019.

The deadline for assignment 3 is 8 March 2019.

4.7_Scope, Constraints and Assumptions

This project plan applies to achieve the following requirements:

1_Design a game that can be able to run on all computers.
2_Process Planning will be practically implemented in
this assignment which can develop the learning experience.
3_ learn who to make a high quality software.

5_ Iteration:

The iteration are include a fine-grained plan on what is to be done.
Iteration 1 :
include the skeleton code of the project by making an interface with adding the abstract methodsto run the game. The deadline for this iteration on Friday, 1 February 2019. The resources we going to use is the book, reading chapter 2,3,22,23.
_For one
description: Documentation of the game
Estimated Time: 9 hours
Actual Time: 12 hours
Dead Line: Friday, 8 February 2019
_For two
description: Implementing skeleton code
Estimated Time: 1 hours
Actual Time: 2 hours

Total time 10 hours 14 hours.

6_ Risk Analysis:

Risk1:
Description: sickness
Impact : 5/5
probability : 3/5
Strategy: Protect myself and do the iterations in a good time
What to do if the risks occurs : . Meet some friends to know what they did with their project

7_Time log

Task: iteration 1

Estimated Time: 13 hours

Actual Time: 14 hours

Analysis : We have made a skeleton code and project plan for the game

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