**Project Proposal**

Course Title: Software Project Lab 1

Course Code: SE-2112

Project Title: Connect 4

**Submitted By**: **Project Mentor** :

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**1.Introduction:**

This is a proposal for software project lab I. This project will be developed during the **3rd semester of BSSE 3rd batch, IIT, NSTU,** from June *2022* to the end of the semester. I will work along with my regular academic courses. This project is the implementation part of the course **software project lab - I**.

* 1. **Title:**

PAC-MAN

* 1. **What is PAC-MAN?**

**Pac-Man**, a single-player arcade [video game](https://www.computerhope.com/jargon/g/game.htm) released by Namco in [1980](https://www.computerhope.com/history/1980.htm). In the game, a yellow, circular character navigates a maze, eating pellets and fruit, avoiding ghosts and occasionally eating them. One of the most iconic video games of all time, players have spent over $2.5 billion in quarters playing Pac-Man worldwide.

* 1. **Motivation**

* + - 1. For introducing the game to the kids and young generation.
      2. In this era of artificial experiences, PACMAN games prove very useful in helping today's kids learn valuable life skills like strategy
      3. visual perception
      4. Problem-solving.

1. **Objectives:**

* USER
  + - * + Entertainment
        + Making a good strategy

➢ DEVELOPER

* + - * + OOP concept using java.
        + Graphics work using swing.
        + Individual work.
        + To make a desktop application.
        + To make an AI-based game.

1. **Target Customers:**

* + 1. Kids
    2. Teenager

1. **Application Features:**

* The Ghosts states
* Difference speed reduction
* Speed in tunnel
* Speed when eating dots
* Turning
* Speed zones

**5.1 Proposal timeline & Model**

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**System Design**

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**Coding**

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**Testing**

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**5.2 Requirement Tools**

* **Requirements for software development**
* Programming Language
* Java
* Java Swing
* Java GUI
* IDE
* NetBeans

* **Requirements for USER:**

▪ Desktop/Laptop

1. **Proposed Timeline:**

|  |  |
| --- | --- |
| **Task** | **Deadline** |
| **Project Proposal** | **Within 9th June** |
| **Requirement Analysis,**  **Specification** | **Within 7th July** |
| **Designing, Study** | **Within 1st September** |
| **Coding** | **Within 1st September** |
| **Final Testing** | **Within 8th September** |

1. **Deliverables:**

* User Manual
* Documentation
* Source Code
* A Power Point File

**Challenges:**

* Proper use of Algorithm
* Maintaining time scheduling

**Reference:**

[1] Java the Complete Reference by Herbert Schildt [ Accessed at 06.06.2022 ]

[2] www.github.com [Accessed at 07.06.2022 ]

[3] www.stackoverflow.com [Accessed at 08.06.2022]