HANGMAN GAME DEVELOPMENT PROJECT PLANNING

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Contents

1 Revision History

Date	Version	Description	Author
2019-01-31	1.0	Hangman game project planning	Sana Hameed

2 | General Information

Project Summary	
Project Name	Project ID
Hangman Game	1DV600
Project Manager	Main Client
Sana Hameed	Users
Key Stakeholders	
Tobias Andersson	
Executive Summary	
In this game your program will first select a random word. It will then display the word as a number of dashes ('-'), one per letter in the word, so that you can see how many letters there are in the word, but not what the letters are? You will then guess a letter, one at a time. If the letter is in the word then the first occurrence in the word is revealed. If not, then a wrong guess is counted against you and that letter is banned from being tried again on this word. If you make too many wrong guesses then you lose.	

3 | Vision

The purpose of the project is to have some fun at work when we’ve finished all of our projects and we do not have internet access or games! There are no calculations in the code, but it did require a lot of loops. I first had to set ranges that would reset every time the game started. In this project we will implement a simple game of Hangman. If user don’t know how to play hangman, they should look it up. For this project, the entire main method that interacts with user to play the game has been written for you. The game will work if we write a correct implementation of the Hangman Game interface which has also been provided. The purpose of this project is to get us very familiar with implementing an interface and with manipulating and using String methods.

4 | Project Plan

This project involves writing a game in pure java. This game is a version 1.0 of the famous 'Hangman' game, with a slight modification.
Details of hangman are available on Wikipedia:
http://en.wikipedia.org/wiki/Hangman_(game).
You can find a graphical, playable version of a game here:
http://theproblemsite.com/games/hangman.asp
You can also find many other examples using the search engine of your choice. I will create this version of the game, with the ability for the user to customize it to decide how many wrong guesses they are permitted before they lose, and to change various other options using command line arguments. You will need to load the word to guess from a file, allow the player to guess the letters, mark the guess and store the result. Finally, you will also need to provide a facility to save all of the words and guesses that have been made in that session to a file.

4.1 Introduction

Hangman game random word guessing game for fun.

4.2 Justification

The hangman game illustrates how much with discretion one can make the best choice at each stage. strategies rely on obligations being fulfilled in the future (player strives to win). I picked up this topic as it was a simple but prudent game to check the intuition and tactics of a player in guessing the word in very less time. It subtly judges the efficient thought process of the player well. In the perspective of coding also, I feel it was a proper project for me to experience Java GUI for the first time.

4.3 Stakeholders

- Project leader.
- Senior management.
- Project customer.
- Resource Managers.
- Project Developer.
- Project testers.

4.4 Resources

Basic resources are all the java supported application and bug free computer machine on which we can design our project and test it and make it error free.

4.5 Hard- and Software Requirements

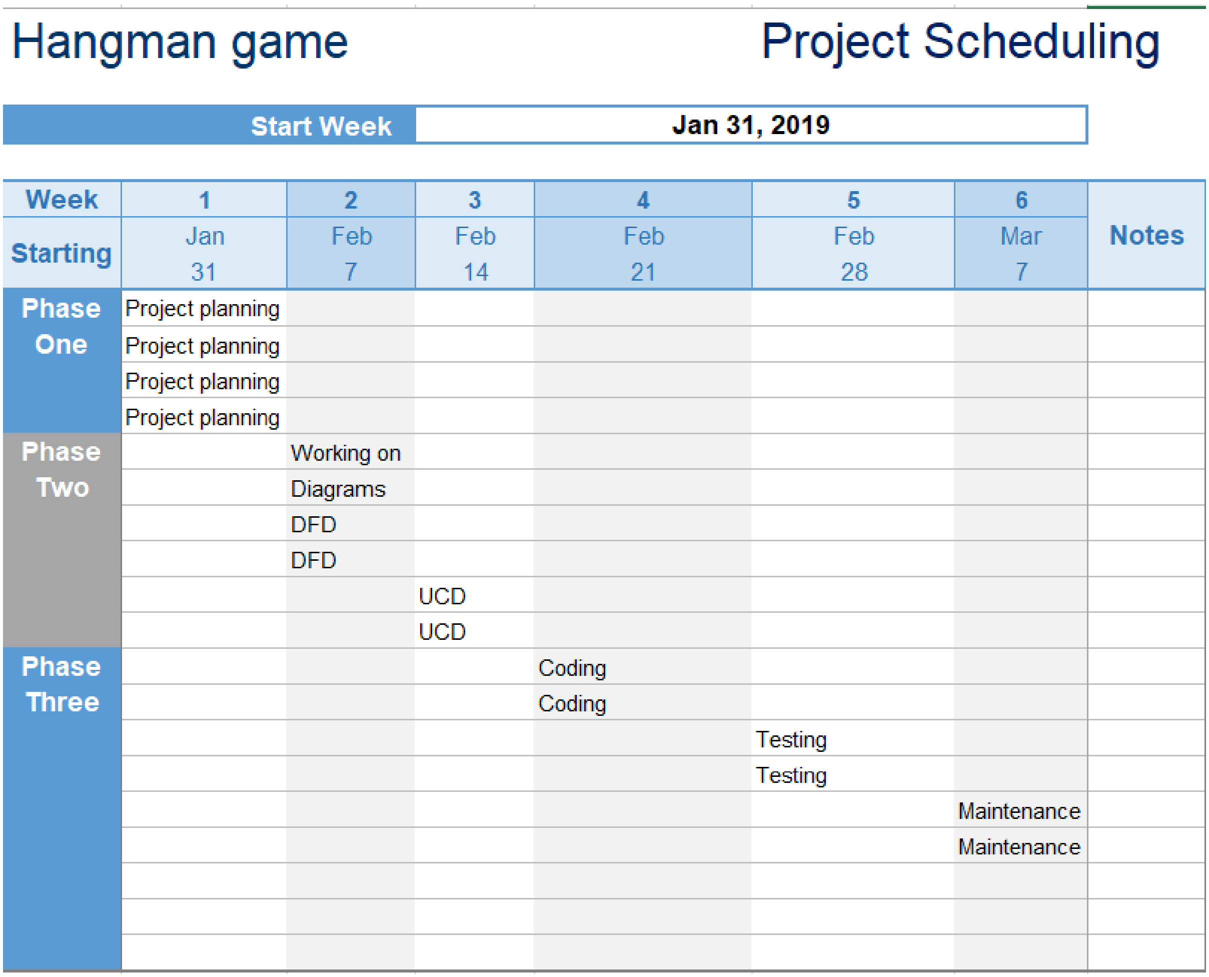
Hardware Requirements

Processor: 1.5 GHz Intel Pentium Processor (or equivalent)
RAM: 4 GB.
Hard drive: minimum of 30 GB.S

Software Requirements

Linux, Windows and Ubuntu.
Java with eclipse or NetBeans.

4.6 Overall Project Schedule



Hangman game

Project Scheduling

Start Week Jan 31, 2019

Week	1	2	3	4	5	6	Notes
Starting	Jan 31	Feb 7	Feb 14	Feb 21	Feb 28	Mar 7	
Phase One	Project planning						
	Project planning						
	Project planning						
	Project planning						
Phase Two		Working on					
		Diagrams					
		DFD					
		DFD					
			UCD				
			UCD				
Phase Three				Coding			
				Coding			
					Testing		
					Testing		
						Maintenance	
						Maintenance	

4.7 Scope, Constraints and Assumptions

Hangman is dependent upon the Hangman game java application. Java Server must be running in order for Hangman to obtain a hidden word to use for the game. Word Server can be running on the same computer, or on a remote computer in which case the computer running Hangman will need an active network connection to the remote computer.
Hangman uses hidden words in English.
Hangman assumes the words obtained from the Java Server are valid.
Scheduler will run on Windows, Ubuntu and Linux platforms.

5 | Iterations

This Project has been divided into four different stages to aid you in working through and implementing the required functionality in a methodical way. I do not need to do the requirements in this order. Thus, I can follow the suggested steps if you wish, or just consider the requirements as a whole and develop a program to fulfill them all. My program should compile and run on all the Computer machines. You should test it by using eclipse or NetBeans. This is important! Always test your program on java supported machine.

5.1 Iteration 1

The first iteration in the project planning. First I need to make a project plan for my whole project and explain the purpose of designing of the project and after that explain all the functionality of the project and all the requirements of the user and the system so that the implementation goals are met in code.

5.2 Iteration 2

In second iteration I need to make some features of the game *but* after I have first modelled them using UML. I need to make use case diagram and flow charts which basically show the flow of the project.

5.3 Iteration 3

In third iteration I have make a game in java I need to coding for the game and design the required game after coding phase I have to test my project if any bug found I have to fix it and maintain all the functionality of the game.

5.4 Iteration 4

In iteration four I have to implement it I need to show this game to its product owner in this phase this is the final phase so I have to show my complete product to my product owner.

6 | Risk Analysis

There are countless stories of canceled projects, unanticipated multi-year delays, cost overruns, mass layoffs, and unexpected project quality problems. Often, these surprises come from well-known and well-respected studios with a long and storied history of producing high-quality projects.

On the technology side, we sometimes select platforms and engines poorly, postpone bug fixing until it's too late, build undisciplined technical teams to with inadequate standards and poor coordination, and incur mountains of technical debt while underestimating the risk of avalanche. On the creative side, we can hire poorly, fail to develop our creative talent or the teamwork they need to flourish, fail to develop a coherent creative vision, or underestimate the costs of major late-stage creative changes.

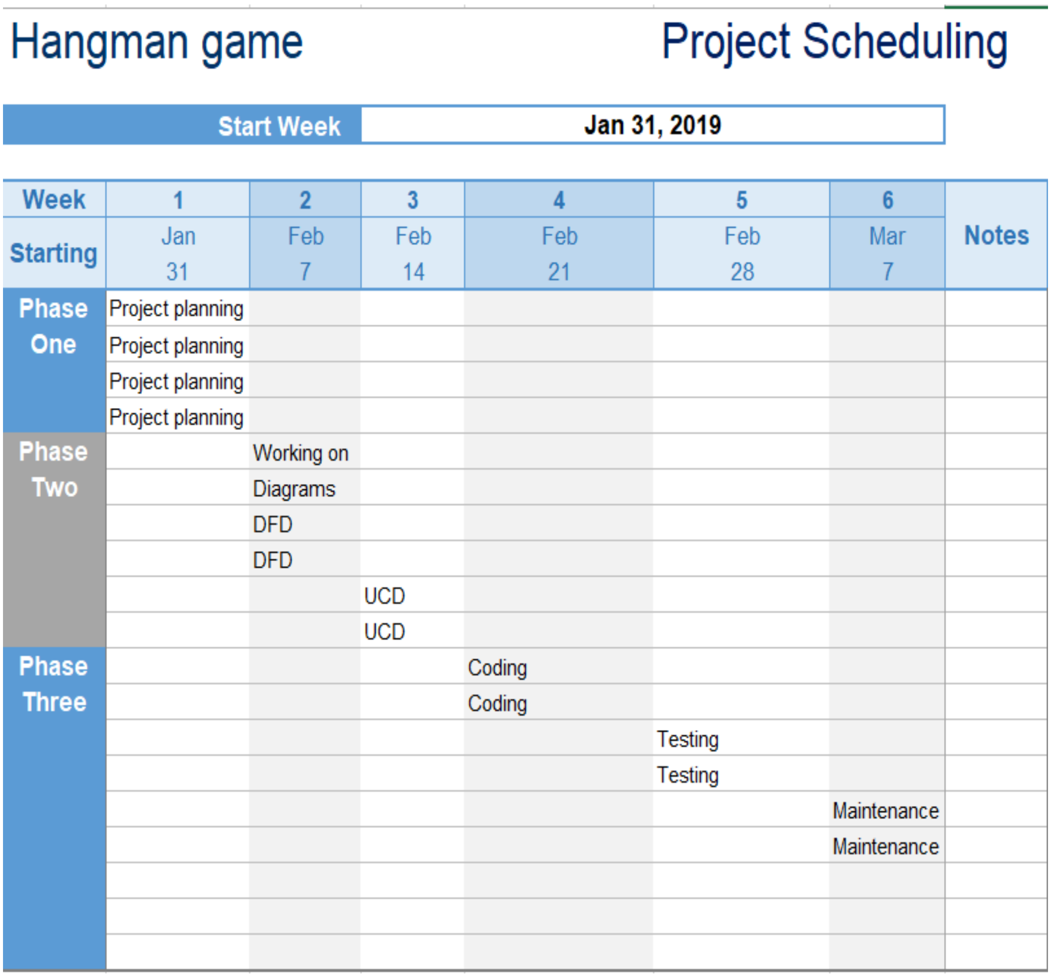
6.1 List of risks

- Suddenly produce an error.
- Due to error game stop working.
- Some logical errors.

6.2 Strategies

- We can avoid the risk.
- We can transfer the risk.
- We can accept the risk.
- We can reduce the risk.

7 Time log



Hangman game

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					Testing		
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						Maintenance	

8 Handing in

https://github.com/Sanahameed/sh223nw_1dv600