SOFTWAREDEVELOPMENT PROJECT

Daniel Mardunovich
Lnu- Linnaeus university

2019-02-06

| 2

Logo

Innehåll

3

Revision History

Date	Version	Description	Author

4
General Information

Project Summary	
Project Name	**Project ID**
Hangman	1
Project Manager	**Main Client**
Daniel Mardunovich	Linneau university
Key Stakeholders	
Daniel Mardunovich, Lineau university	
Executive Summary	

5
Vision

The Student will create a game where the player is tasked to guess the word within a guess limit. The game is being made with the use of the code language Java.

6
Project Plan

4.1   Introduction

The Hangman project is a project that aims to bring the famous pen and paper game to the computer via coding in Java.

4.2   Justification

This application is made to complete a course in project planning in university.

4.3   Stakeholders

The Linneau university and I.

4.4   Resources

The resources this project will be using is mainly going to be a computer, IDE eclipse, the Program language Java and all associated files and addons that is required for it to work.

4.5   Hard- and Software Requirements

The project is being developed on a computer running the IDE eclipse with java installed. The Game will require a way to run .java files either via the IDE of your choice with java implemented or with java installed and your command prompt.

4.6   Overall Project Schedule

4.7   Scope, Constraints and Assumptions

The main part of the project is making sure the main parts of game hangman work as intended. The player must be able to guess a single letter of choice, and the game will then show where in the hidden word that letter is or put it in a fail pile where all the wrong guesses are. Having different difficulties of the word e.g. easy is 1-4 letters, medium is 5-7 and hard is 6-9 letters. Implementing a word bank is going to be crucial.

Working on a high score list won't be in focus but if the game gets made and if there is time to spare, it may get implemented.

4.8   Reflection

Making The project plan went quite fast, following the headlines in the template helped with what I was going to write so it was mostly just fill in the empty space. I don't really know the stakeholders, so I wrote the university and me because I think that its as close as I can get to stakeholders right now.

I don't have any deadlines that I'm certain of so I can't and won't add in any times right now.

There may be more that I can add into the Scope, Constraints and Assumptions part, but I can add them in later down the line if I can come up with them.

8
Iterations

5.1 Iteration 1

The first iteration is this project plan along with some degree of implementation. Complete the documentation first so that the implementation goals are met in code. You need to implement an idea and some skeleton code for your project to work with. This is assignment one.

5.2 Iteration 2

In this iteration you need to add some features to the game *but* after you have first modelled them using UML. All diagrams need to be included in the project documentation and should be implemented in the way modelled.

5.3 Iteration 3

You may include additional features to the game in this iteration, but the main focus is on *testing*. Plan, perform and document your tests in this iteration.

5.4 Iteration 4

The outcome of this iteration is *the complete* game. Reiterate the steps in iteration 1 – 3 for a set of new features but also remember to see the project as a whole, not only its parts.

Risk Analysis

All projects face risks that make it important to prepare for what might happen. Use the chapters in the book as well as the content of the lectures to identify the risks within this project. As always, write down your reflections on creating a risk analysis. This reflection should be about 100 words.

6.1   List of risks

- Risk 1:   Key worker getting sick.
  Probability: Moderate.
  Effect: Tolerable.
- Risk 2:   Computer breaking or key software cases to work as expected.
  Probability: Low.
  Effect: Catastrophic.
- Risk 3:   Faults in software tied to the project.
  Probability: Low.
  Effect: Moderate.
- Risk 4:   Deadlines not met.
  Probability: High.
  Effect: Serious.

6.2   Strategies

To combat worker getting sick is to dress sensibly and provide good working space so to not higher the risk of health problems occurring. If said worker becomes sick

or suffers any other health related problems, the project may be put on hold for a day or two, but it won't hinder the project for a long time.

If any key programs suddenly stop working or the computer breaks, that would be catastrophic for the project and to combat it would be to backup the project both locally and on GitHub. The project would then continue to be worked on if a new computer or software got provided by the worker or outside sources.

Solutions for the third risk is the same as the risk before.

To combat missing deadlines would be to work according to the schedule and to put in the time necessary to finish. the correct in case of missing said deadlines, the procedures would be to continue to work on the project but increasing the time on working on the project to an appropriate time to catch up and to be on phase.

11
Time log

Each assignment must be accompanied with a time log. This time log should contain the date, time and task to be performed. The reason for doing this is for you to get some experience in estimating your own time – creating a time log is one of the best ways of doing this. Take into account the time for learning and understanding of the problem when you plan the time. Make your planning with 15 minutes as the minimum unit. In the time log you start by *planning* the amount of time you believe a task will take and after it is done you mark *the actual time*. If every entry that has a difference in planned and actual time spend, analyse the time difference.