James Rumsey Software Proposal



Presented by: Your name

Project Name: Doors

Date: 04-23-2021

JRTI Software Development

# James Rumsey Coding – Student Project

## Description of Project

*I’m going to make a game like an Operating System. It’ll have a lot of bootleg features similar to Windows XP.*

## Minimum Requirements

All the minimum requirements referenced below will be met by the project.

* This proposal must be approved before any work starts.
* Project will be a minimum of 20 hours of work; if it’s a project you’ve already started, you may use it but explain your plan and estimated hours to update it.
* Hours of work will be recorded on the provided worksheet.
* A post project questionnaire will be answered.
* The code base, images etc will be kept up to date in a github repository shared with me.
* You will create a design document that must be approved before you may start coding.
* Document History
* It must be completed by May 7th
* If you finish early, I may ask you to enhance it.

## Detailed Questions

* What language do you plan on using?

I plan on using Python

* Will you have a database, if so which one?

I am not using a database

* How many hours do you expect this to take?

Roughly 55 hours

## Make your case

* I want to make a game similar to *“Loading Screen Simulator”* with my own kind of twist.
* My goal for this project is to make a game worth publishing to the public. It has to be a game that I’d play on my phone.
* It’s going to involve many menus and buttons, because it’s an OS Game.

Grading

* 10 Points Proposal
* 10 Points Design Document
* 5 Points Github
* 10 Points Interim Review
* 50 Points Project Grade
* 10 Points Program Documentation
* 5 Points Post Project Questionnaire

## Document History

| Status | Date recorded | Issue / Question | Severity | Impact | Resolution |
| --- | --- | --- | --- | --- | --- |
| Initial | 4/25/21 | Initial version | Non-Applicable | N/A | N/A |
|  | Date 2 | Description | Probability | Impact | Plan |
|  | Date 3 | Description | Probability | Impact | Plan |