HANGMAN PROJECT

Tomás Vieira Quental Mendes

1DV600

08/02/2019

Contents

3 | **Vision**

This project aims to produce a console playable version of Hangman.

The start screen will be a greeting to the player with a menu to play the game or close the game.

When beginning the game a word from the predefined list of nouns will be randomly selected.

The number of letters of the chosen word will be displayed using underscore signs. The player must then guess what letters could form part of the word. In this game the player will be presented with a visual representation of how many lives they have left.

For every correct letter guessed, the corresponding underscore will be replaced with the suggested letter, while every time a mistake is made the next piece of the death scene will be set. This is the heart and soul of hangman that aims to be reproduced in this project.

There will however be the slight twist of being able to choose game/word difficulty ranging from easy, medium and difficult.

2 | Project Plan

Below the specifics of the project plan will be discussed, namely, a brief introduction, the justification for the project, the resources and overall schedule.

4.1 Introduction

The project aims to create a simple version of the hangman game with visual feedback on how the player is doing through the depiction of the hangman's death stage. The game will include three difficulty settings ranging from easy, medium and hard. This will affect the length and/or complexity of the word thus making the game easier or challenging as the player sees fit.

4.2 Justification

A project to pass 1DV600

4.3 Stakeholders

Myself, as well as Tobias Andersson, Gidlund, Daniel Toll and Tobias Olsson.
In a corporate setting however there could be managers, developers, testers and end-users included.

4.4 Resources

- Visual Studio Code
- Java

4.5 Overall Project Schedule

Date	Matter
08/02/2019	Hand-in/iteration 1
21/02/2019	Hand-in/iteration 2
08/03/2019	Hand-in/iteration 3
22/03/2019	Hand-in 4 – final project

4.6 Scope, Constraints and Assumptions

The game aims to be a simple and easy to use console version of the game. In this version the player will be able to play the game while having a Unicode character representation of the 'hangman' having his death stage set up.

Extra/flashier user interfaces could be made with the use of additional tools to represent things such as score leader boards and background animations/sounds etc.

5 | Iterations

5.1 Iteration 1

Write documentation
Prepare skeleton code

5.2 Iteration 2

Make use cases
Implementation of major functionalities
Class diagram

5.3 Iteration 3

Test plan
Manual test cases
J-Unit testing

5.4 Iteration 4

Check final product and hand in.

6 | Risk Analysis

6.1 List of risks

The biggest risk would be due to time constraints, which would of course lead to delays.
Illness could also be an intervening factor causing unnecessary delays.
Lack of knowledge could also be a factor especially in unexpected intervening circumstances.

In corporate settings changes to requirements or lack of knowledge of what the requirements even are could cause major problems as well.

6.2 Strategies

The strategy is to plan ahead as much as possible to avoid as many potential bumps in the road as possible.

Corporate settings would require more planning ahead like potential 'replacements' for staff members falling ill or being unable to complete a task.

7 | Time log

Date	Matter (time estimation)	Time taken
05/02/2019	Prepare documentation	2 hrs
07/02/2019	Skeleton implementation	30mins
09/02/2019	Github repository	5mins

8 | Reflections

Vision:

The process of planning the game didn't pose much of an issue. It was a good opportunity to reflect on the step by step process of how the game would run – and it was fun to go through all the individual parts that would be communicating with each other. It made me question whether I already knew everything that I needed to know in order to achieve the final result of having a functional game. It was also fun to consider that I could actually put my own twist on the game with new features.

Project plan:

Producing a project plan seemed a little redundant at first as I myself am working on the project alone and so have no one to really share any of this information with but myself… and then I remembered how forgetful I can be at times. Past that, I can see how in a corporate setting having a project plan would help keep everyone on track. As it would be clearly stated who is working on what and when the important dates for delivering things are. Ultimately this helps keep the multi-faceted nature of organising several individuals as simple as possible

Risk analysis:

The risk analysis also seemed somewhat redundant at first glance as, as was mentioned above, there was nobody I needed to share any part of this entire process with. Furthermore, any risks would be completely with the realm of foreseeability for me as, from my own perspective, it could be said that I know what I am capable of. Nonetheless, the process did force me to throw caution to how I would go about the project on a very general level, and what was within the realm of reason in terms of expectations for the final product.