Documentation Scaffold

*Major Project – Item D*

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| Title page | Include:   * Your name * Project name * Program’s name |
| Table of content | Using [Word Styles](https://support.office.com/en-us/article/video-using-styles-in-word-9db4c0f4-2754-4294-9758-c14a0abd8cfa) allows this to be [created automatically](https://support.office.com/en-us/article/create-a-table-of-contents-882e8564-0edb-435e-84b5-1d8552ccf0c0) |
| Problem definition | * State the purpose of the project and describe the game rules and anything that the program must do for the project to be considered successful. * In the problem definition, you should also make clear the requirements that are out-of-scope (things that may be expected to be a part of the solution but will not be delivered). This may include (but is not limited to) program functionality, user-interface design or internal design aspects. |
| Program objectives | * State both product-based and process-based objectives. * Consider objectives from both the user’s and the developer’s viewpoints. * Some examples of product-based objectives are:   + The program’s interface will be user-friendly and/or attractive.   + New users can learn to play the game through help.   + The program will be free of errors.   + The user can start and quit the program successfully. * Some examples of process-based objectives are:   + The project is completed by the due date.   + The initial project timeline is followed throughout the project.   + Loss of work does not cause a substantial impact on the project. |
| Testing plan | Draw up a test plan, detailing all the step you will take to test the program. |
| UI Designs | Graphics representing how you will set out your user interface <https://www.draw.io> |
| List of Data types and functions | * Name variables and their data types * List functions and their role * List objects and their methods |
| Flowchart or pseudocode | Ensure your design can meet all of your objectives <https://www.draw.io> |
| Printout of code | Print from notebook to ensure that indentation is accurate |
| Test documentation | * Test data used to demonstrate that the program works correctly producing the correct output.   + Values both within and outside the expected range should be tested and errors should be trapped and dealt with appropriately. * Test cases – what were the tests used and the results. Screencasts of the testing process can be used but they must display thorough and comprehensive testing in a logical and organised way. * Problems encountered * Third Party reports |
| Evaluation | * Address how you met specification, the program’s performance and any improvements that could be made. * Acknowledge any limitations your program has. * Evaluate both the process and the product. * Make sure judge your finished product against **each initial objective**. |
| Project log and signed declaration | In a table, using the headings:   * Date * Completed * Problems encountered |