Project plan

Ranking of Use Cases

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Main Actor** | **Use Case Name** | **Factor Description** | **Risk Description** | **Rank** |
| User | Login | Needed for all user activities | Not complex | Low |
| User | Logout | Needed for all user activities | Not complex | low |
| User | Handle Account |  | Not complex | low |
| User | Handle League Participation |  | Not complex | low |
| User | Handle Tournament Participation |  | Not complex | low |
| Operator | Handle League | Includes assigning league owner | Not complex | low |
| Operator | Handle User |  | Not complex | Low |
| Operator | Handle Tournament Style |  | Not completely understood | Medium |
| Operator | Handle Game | How to enable external developers to plug-in their games? | Not completely understood and crucial | High |
| Operator | Start System | Are there any special cases to consider | Not complex | Low |
| Operator | Stop System |  | Not complex | Low |
| Operator | Install Game | See Handle Game. Sample game to consider could be Four in a row or Othello | Not completely understood and crucial | High |
| Player | Play Match | See Handle Game.  How should free play (outside tournaments) be handled? | Not completely understood and crucial | High |
| Player | Apply for Tournament | Might overlap with Handle Tournament Participation |  | Low |
| League Owner | Organize Tournament | Summary use case, includes all use cases related to tournaments | Not completely understood | Medium |
| League Owner | Conduct Tournament |  | Not completely understood | High |
| League Owner | Announce Tournament |  | Not complex | low |
| League Owner | Archive Tournament |  | Not complex | low |
| Advertiser | Handle Advertisement | What kind of advertisements can be used? Should they need approval by operator? | Not completely understood and crucial | High |
| Advertiser | Handle Account Balance |  | Probably not complex | Medium |
| Advertiser | Define Advertisement Scheme | Needs to be done before any advertisements can be shown. | Not completely understood and crucial | High |
| Anyone | View Match |  | Not Completely Understood | Medium |
| Anyone | Check Statistics |  | Not complex | Low |



Exempelplanering för Iteration 1:

**Analysis**

|  |  |  |  |
| --- | --- | --- | --- |
| **Use cases** | **SSD** | **Contract** | **Domain** |
| Play Game complete | Complete | Possibly | Complete |
| Handle Advertisements complete | Complete | Possibly | Complete |
| Define Advertisement Scheme complete | Complete | Possibly | Complete |
| Conduct Tournament developed | Main scenario |  | Main scenario |
| All medium and High ranked use cases started |  |  |  |
| Low ranked use cases might get started in case of time |  |  |  |

**Architecture Analysis**

A well developed logical view of main packages and layers.

Focus on variation points, e.g:

* how to enable both a web interface and a standalone application?
* How to enable easy plug-in functionality for game developers?
* How to integrate advertisements in the application as seamless as possible?

**Design**

Focus on most the complex operations in the completed use cases. Focus also on definition of interfaces, both internal (e.g. towards gui and databases) and external (e.g. towards game developers).

**Implementation**

A demo of the progress shall be presented and runnable. Need not be more than a console or simple frame application.