**Project Outline**

The aim of this project is to create a simulation game played by two players, the game basis is to build an ant-brain where the ants should find there colony, each player has a colony of ant-brain that will be uploaded into the world, the ant should find the food to survive and find there colony, the ant will find a food supplies in each world, the objective of the game is to determine which brain is the smartest, and who got more food in order to won the game at the end of 300,000 rounds.

**The requirement of the software**

* A program checks the ant-brain if supplied by the player is well-formed
* A program that allows the generation of random ant world
* A program that allows to upload the ant-brain into a world and play against other players.
* Each ant can place 6 kinds of chemical markers.
* If an ant get close to 5 or 6 ants from other species, the ant dies, and turn into 3 particles of food.

We are going to create this simulation game by develop a software based on java, our organization is divided to 4 Phases, Analysis phase, Design phase, Programming phase and Quality incurrence phase each team has a specific goals in order to deliver to meet all the requirement of the software.

**Project Schedule**

we got many milestone that we should meet in order to done the project to run efficiently and successfully. The analysis team should do the whole plan of the organization and do the outline of the software, the design team should design the class diagrams and the use cases diagrams in order to help the programmers to build the software, the programmes will build the software based on the requirement that has been given by the customer, and the Quality incurrence Team will test the software and make sure that is met all the requirement that the customer had asked for and debug the software, Below is the schedule of the project:

**The analysis**

-project plan

-project schedule

-design the diagrams for the software

- finishing the website

and this has to be done in the end of week 10 in spring term.

**Design Team**

- creating high-level and detailed design specification

by the end of week 3 in summer term

**The Programming Team**

once the analysis and the design finish the diagrams and the use cases, the programmers should start create the software by developing it in JAVA , and that should be done by (TIME)

**The QA Team**

At the end the QA team , should test the program and debugging the software, and write the user manual guide for the program. (TIME)