**Boggle Project Plan**

Submitted to**: Schoolloop Dropbox**

Project Manager**:** Date: April 27, 2017

Project Overview {What is the purpose and nature of the project.} The purpose of this project is to create a computerized version of the word searching board game, Boggle.

Project Team {Describe the team members and the roles and responsibilities they will have.} Anvitha ­ Will be responsible for Task #3 and the JUnit Tests Alanna ­ Will be responsible for Task #1 and the JUnit Tests Jessica ­ Will be responsible for Task #2 and the JUnit Tests

Challenges {What do you foresee as potential problems that may affect your project?}

* ­  Creating an original GUI on top of the existing GUI code
* ­  Understanding the existing code hierarchy and maintaining readable and documented  code
* ­  Keeping the word search efficient and simple  Major Tasks and Schedule {Create a task plan that describes what needs to be  done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

|  |  |  |
| --- | --- | --- |
| Task | When | Responsible |
| 1. Find Words On Board ➢Design and code  GoodWordOnBoardFinder class | May 1 ­ May 12 | Alanna |
| that implements IWordOnBoardFinder interface to find a word on a Boggle board   * ➢the auto­player class will use the GoodWordOnBoardFinder class * ➢GoodWordOnBoardFinder class will determine where a word appears on a board |  |  |
| 2. Implement and benchmark lexicons   * ➢Write classes that implement  the ILexicon interface * ➢Each implementation provides  methods for looking up words +  prefixes * ➢Classes differ in efficiency and  memory usage | May 1 ­ May 12 | Jessica |
| 3. Implement one AutoPlayer that finds all words quickly  ➢  ➢  ➢  Write the BoardFirstAutoPlayer class that implements IAutoPlayer interface Given a class that implements LexiconFirstAutoPlayer, each class must facilitate playing a game of Boggle by finding every  possible word on a given Boggle board | May 1 ­ May 12 | Anvitha |
| 4. JUnit Tests ➢JUnit Tests to test the  functionality of the project. | May 12 ­ May 19 | Everyone |