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# SOFTWARE DEVELOPMENT PROJECT TEMPLATE

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**YOUR NAME** Ahmad Mahmoud

Organisation Linneuniversitet

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## 1 | Revision History

Date	Version	Description	Author
19/2/5	0.1	Project plan	Ahmad Mahmoud
19/3/24	0.1.0	Project plan	Ahmad Mahmoud
19/3/27	1,0	Iteration 2 and time	

## 2 | General Information

Project Summary	
Project Name	Project ID
Hangman	2019.2.5.1
Project Manager	Main Client
Ahmad Mahmoud	
Key Stakeholders	
Executive Summary	
<p>I made this game for fun and learn at the same time. The result of this is going to be a Hangman. The project will follow the plan that I made.</p>	

### 3 | Vision

This game is suitable for everyone to increase their language and guesswork and to enjoy your own or to challenge with family members or friends. The game is professionally designed to suit all ages to enjoy. You have the freedom to choose which category or group of words you want to play to increase your knowledge of the vocabulary in this category in particular.

You can play with several people and challenge your friends or family via social networking sites, Wi-Fi or the Internet

The vision is the most important of the project, the vision will help the reader to understand and get knowledge of what am going to do, so. It should be as simple as possible. I found that I will make a help when am writing the vision because it could be very hard to track everything so. It will be much helpful when me and the members pay more time on the vision.

## 4 | Project Plan

I have made some deadline to make sure that we are going to made this at the time.

1. Deadline 19/2/5 to. Make the decimation of the project so we can lead on a good time to build the project and it should be done carefully.
2. Deadline 19/2/21 to make some code to have a first case of the project and with the help of UML to build up the project. The end of the deadline we are going to see a good version of the game and have a good knowledge of the problem that we have.
3. Deadline 19/3/8 to make the project work and see how is working in this case we are building the whole project and testing it with the family before we go to publish it to the world to see the error and the issues that we are going to find.
4. Deadline 19/3/23 is the day of publish in this day we are going to made a good game.

### 4.1 Introduction

The goal of it is to make my own version of Hangman ,This game is not only to challenge your cultural abilities and knowledge, but you can challenge your friends, family, and even other players around the world through the net, all you have in this game is guessing the word needed, and any mistake will expose the poor man to hang, Each time you do not choose the correct letter to complete the word.

### 4.2 Justification

To learn, having fun with friends and family.

### 4.3 Stakeholders

Anyone who love to play ,it work from child who is 6 years and more.

### 4.4 Resources

What resources are available and used to create the application?

### 4.5 Hard- and Software Requirements

Java, any smart device.

### 4.6 Overall Project Schedule

What are the important dates for deliverables?

1. Deadline 19/2/5
2. Deadline 19/2/21
3. Deadline 19/3/8

4. Deadline 19/3/28

#### **4.7 Scope, Constraints and Assumptions**

What will be in the game?

1. Text
2. Image
3. Level
4. Wordbook. have a word that are going to use In the game.

What will not be in the game?

1. Not a web application
2. No account
3. Sounds

Some challenges:

1. Big fell: because its my first project.
2. Time because I have a lot of coursers that I have to study for it.

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## 5 | Iterations

Plan for four iterations, including this. This is a fine-grained plan on what is to be done in each iteration and with what resources. To begin with, this is a plan of what we *expect* to do, update this part with *additions* (never remove anything) when plans do not match up with reality. Also make time estimates for the different parts.

In this course the overall planning has in some ways already been decided, so use the template to provide more details on specific tasks that define *your* project. Remember that you can plan to add features to any of the phases as long as the main focus is also met.

The first assignment is to complete iteration one.

### 5.1 Iteration 1

The first iteration is this project plan along with some degree of implementation. Complete the documentation first so that the implementation goals are met in code. You need to implement an idea and some skeleton code for your project to work with. This is assignment one.

ID	Description	ES.Time	Actual.Time
I1	Creating the project plan	9H	15H
I2	Creating some code for the project	1h	3h

### 5.2 Iteration 2

In this iteration you need to add some features to the game *but* after you have first modelled them using UML. All diagrams need to be included in the project documentation and should be implemented in the way modelled.

ID	Description	ES. Time	Actual.Time
I1	Creating the UML	9H	
I2	Finishing the codes	9h	
	Great class diagram	3H	2H
12 2	Finishing implement	10H	8H



### 5.3 Iteration 3

You may include additional features to the game in this iteration, but the main focus is on *testing*. Plan, perform and document your tests in this iteration.

ID	Description	ES.Time	Actual.Time
I1	Have the final touches	6H	
I2	Make sure that it work	3h	

### 5.4 Iteration 4

The outcome of this iteration is *the complete* game. Reiterate the steps in iteration 1 – 3 for a set of new features but also remember to see the project as a whole, not only its parts.

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## 6 | Risk Analysis

ID	Deception	Probilty	Impact	The risk	To solve
R1	Illness	3	2	Sick	Speak to teacher
R2	Unsaved	1	6	Save before taking a break	Make it a Autosave.
R3	Short of time	5	5	plan	Work on weekend too.

### 6.1 List of risks

List the identified risks and specify, as far as possible, the probability of them happening as well as the impact they would have on the project.

### 6.2 Strategies

Prepare for the risks by having strategies for avoiding the risks as well as minimising the impact of them if they do occur.

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## 7 | Time log

Itration	Estimade time	Actule Time	Analsis
Itration 1	12H	16H	It was the first project for me.s
Itration 2	26H	17H	Attending lectures was helpful.

## 8 | **Handing in**

All assignments have a number of files to hand in. The overall advice is to *keep it simple*. Make it easy for the receiver to understand what the files are by using *descriptive* file names. Use as *few* separate documents as possible. Always provide a *context*, that is *do not* send a number of diagrams in “graphics format”, but always in a document where you provide the purpose and meaning of the diagrams. Remember that the “receiver” is in reality a customer and as such has very little knowledge of the diagrams and documents – always provide context that make anything you hand in understandable to a non-technical person.

To hand in an assignment, make a git release and hand in the link via Moodle to that release.

