Software Technology

Spring 2022

Tower Defense Game

Submitted To: Submitted By:

[**Specification**](#_zd31fbv38dx7) **2**

# Specification

## Feasibility Analysis

### Technical Feasibility

As this is a game and the team is free to choose the technology behind it, we collectively decided to use Java as the main language for the creation of the project. The main reason for this decision was the existing knowledge that all the team members have in the aforementioned language.

As all the team members have significant knowledge of the language and there is no cost associated with learning the skills, this project is technically feasible.

### Resource and Time Feasibility

In the resources feasibility, we need few prerequisites to jumpstart the project.

* Programming Individuals - These include all team members having the skills required to program along with individual programming devices as the work can not be completed alone from the lab given the hybrid education situation.

* Version Control System - As all the members would be working from decentralized locations and have to show work weekly to the practice teacher, there is a need of a VCS to keep the log of all the changes in the system. In that case, GitLab has been chosen by the instructor as the medium used by the team.

As for the time, the instructors have set many specific milestones in different weeks which will be used by the team to track their goals as well. The duration of the semester is feasible to complete the project. Therefore, the project is feasible in terms of resources and timing.

### Risk Feasibility

There are few risks associated with the project:

* Relatively large team

As the recommended