# Hanabi Project Plan

# Submitted to: Mr. Peck

# Project Manager: Akshara Balachandra

Date: May 2, 2013

Project Overview: Purpose of this project is to explore the use of networking in playing the card game Hanabi written in the Java programming language.

Project Team: Akshara Balachandra: Project Lead. Will also be responsible for setting up and managing networking and coding other parts of the game. Henry Walter: Responsible for making sure code is well documented and for creating preliminary structure of how the classes will work together. Also responsible for coding. Albert Huang: responsible for testing each class as we go along. Also responsible for coding.

Challenges: We have a general idea of what problems we may have during the development of the project. Firstly, we may have issues with networking since we are not familiar with the java.net package and how to use it. Secondly, we may have issues with

Major Tasks and Schedule: The following week we will devote entirely to planning the project including setting up subversion for group collaboration. The next two weeks will be for writing the code and the final week will be spent testing using JUnit tests.

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| Task | When | Responsible |
| Learn networking in Java | 1st week of work | All |
| Preliminary sketch of of UI of game | Block day of 1st week | Henry Walter |
| Implement networking | Middle of 3rd week | Akshara Balachandra |
| JUnit tests | Last week of work | Albert Huang |