

Brief Info:

This is a game of facial expressions that allow the user to do any of the following:

- Make Expressions,
- Quiz Expressions,
- Detect Expressions.

SDLC: I will describe my project using Waterfall method of the Software Development Cycle. This particular method is well-suited for my project because it's easy to understand, and provides a good structure. My project is also fairly small with clear requirements and uses already-known technology. The steps in the waterfall are Analysis, Designing, Coding, Testing, Implementation, and Maintenance.

Analysis:

What?: A game of expressions for teaching kids or for people who just want to play around with it/test their knowledge. It allows them to play with expressions of the face model in the game. It also allows them to go through a set of preset expressions for them to test their knowledge by doing a quiz.

Why?: For people who either want to play with expressions or for kids learning them.

When?: (Timespan)

How?: With Blender, Godot, GIMP, Possibly some music editing program.

Type: App.

Design:

Screens: (possibilities):

- Welcome screen - for initial information and menu,
- Help Screen,
- Make screen - allows the user to create their own expressions,
- Quiz screen - tests the user on their facial expressions knowledge,
- Configure screen-(settings).

Coding:**Testing:****Implementation:****Maintenance:****Resource link:**

<https://www.learntek.org/blog/sdlc-models-software-development-life-cycle-models/>