HANGMAN

Berk Can BALATACI
Linnaeus University (Erasmus Exchange)
08.02.2019

Contents

1 | Revision History

Date	Version	Description	Author
08.02.2019	1.0	Project plan and Skeleton codes are published	Berk Can BALATACI

2 | General Information

Project Summary	
Project Name	Project ID
Hangman	bb222ji_1DV600
Project Manager	Main Client
Berk Can BALATACI	Children, Adults, Elders
Key Stakeholders	
Project Manager Software Architect Software Developer End users	
Executive Summary	
A terminal based Hangman game which remembers players scores. The project consists of 4 parts: planning, modelling, implementation and test.	

3 | Vision

The Hangman Game is a text based fun game such that people of all ages want to play it. Players can race between other players who are played on the same computer and also they can learn new words and definitions.

When the program runs, the player will be welcomed with a menu that have choices like start the game, look at the high score list, add a new word to game's dictionary. If he/she selects the start choice than name of the player will be asked and then game will start. At the beginning of the game, a word from a predefined dictionary consists only nouns is randomly be picked and the underline signs is displayed as the number of letters of the word. Then player is going to guess a word, number of letters of which is given, by suggesting letter after letter. Players have fixed wrong prediction limit. After a round is finished, system can display the definition of the word if user wants to see.

Reflections: *First time for me to write a vision of a project. So I am not sure that if I mention what is the application about or how can I give a motivation to stakeholders of the project. At first paragraph, I give few motivation information about game that include important features may differ from other competitive games. At second paragraph, I mention what is the program about and how will it look after the project is finished.*

4 | Project Plan

4.1 Introduction

Hangman is a text-based computer game.

4.2 Justification

The game aim is to entertain people while they are learning new words and definitions.

4.3 Stakeholders

Project Manager -- Planning, Specify Requirements, Managing Team
Software Architect -- Analyze, Design, Modelling
Software Developer – Implementation, Test
End users -- Usage

4.4 Resources

A computer which has Intel i7 Processor, 8GB Ram, Windows 10 Operating System, etc. are used to create the application.
Project will take 36 days to end.
3 employees work on it.
It will cost 0 SEK as it is for educational purposes.

4.5 Hard- and Software Requirements

The program is coded in Java language with Eclipse IDE on Windows 10 operating system.
Any computer that has Java Virtual Machine can run the game.

4 | Project Plan

4.6 Overall Project Schedule

Milestones
Start --- 01.02.2019
Planning Phase End--- 08.02.2019
Design Phase End--- 21.02.2019
Implement & Test Phase End--- 08.03.2019

4.7 Scope, Constraints and Assumptions

Scope: The game is only in English language, only playable by terminal of the IDE, the game keeps names, passwords and scores of players and definition of words as txt files.
Constraints: Time was limited, developer lacks of knowledge to code a GUI in Java, Application must be fast and easy to play,
Assumption: Users have and know how to use an IDE console for Java.

Reflections: *At first, some of the parts of Project Plan that I have to write about was not clear for me. After a couple of searches, I think I understand most of the parts but I am not sure that I write enough information about Scope, Constraints and Assumptions of the Project.*

5 | Iterations

This project consists of 4 iterations as below.

5.1 Iteration 1

In this iteration Project Plan was built. Several General Information about project was reported. Vision of the project was determined. A Project Plan was established. Some skeleton code was implemented. A GitHub repo was opened and both Project Plan and Skeleton code are released.

Estimated times :	Write Vision	1:00
	Write Project Plan	3:00
	Analyze Iterations	4:30
	List Risks & Strategies to Avoid them	1:00
	Start coding (Skeleton code)	2:00
	Create a repo and upload project plan	0:30

5.2 Iteration 2

In this iteration, Project features will be modelled using Unified Modelling Language (UML). The result diagrams of this iteration will be added to the project documentation. Thanks to these diagrams, the application will be implemented in the way modelled. End of this iteration there will be a playable version of the game in a basic style.

Estimated times :	Design UML Diagrams	6:00
	Upload Document	0:30
	Implement Basic Game	8:30

5.3 Iteration 3

In this iteration, some additional features will be included as displaying high score list, registration to system with name and password, displaying definition of the word, adding new words to dictionary. Then the program tests will be planed, performed and results will be documented.

Estimated times:	Add Features	8:30
	Plan Tests	0:30
	Perform Tests	4:00
	Upload Document	0:30

5.4 Iteration 4

In this iteration, the complete game will be the outcome. The steps in iteration 1,2 and 3 will be reiterated for new features and project will be considered as a whole.

Estimated times:	Reiterate Step 1,2,3	5:00
	Upload Document	0:30

6 | Risk Analysis

6.1 List of risks

1)A person can play by typing another player's name. This affects unfairly on high score list. (Probability: High)

2)Names & Passwords can be reached by opening txt files. (Probability: Low)

3)The time required to develop the application can be underestimated. This may project can't be completed before the deadline. (Probability: Low)

6.2 Strategies

1)Application asks password for person to play with his/her name.

2)Names & Passwords file should be in a hidden folder that a user can't see easily.

3)Employees may work more hours or investigate on a buying-in parts.

Reflections: *I think Risk Analysis is a bit different for me to do for this project. Because this was first time for me to document risks about a project. Also the project is building an offline game and therefore it was hard to find some risks to list on document. First 2 risks and strategies concern about program itself while third one concern about project processes.*

7 | Time log

Job	Start time	End Time	Time Spent
Write Vision	04.02.19 - 19:30	04.02.19 - 21:00	1:30
Write Project Plan	05.02.19 - 20:00	05.02.19 - 24:00	4:00
Analyze Iterations	06.02.19 - 22:00	07.02.19 - 00:30	2:30
List Risks & Strategies to Avoid them	07.02.19 - 21:00	07.02.19 - 21:45	0:45
Start coding (Skeleton code)	07.02.19 - 19:15	07.02.19 - 21:15	1:00
Create a repo and upload project plan with skeleton code	08.02.19 - 20:45	08.02.19 - 21:00	0:15

8 | Handing in

GitHub url : https://github.com/berkbltc/bb222ji_1dv600