Kevin Dalton

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CSC 478 B: Software Engineering Capstone

9/26/2016

Java Latte

Project Plan

1. Scope Statement

Project Premise: Roman Empire version Monopoly

Platform: Windows (7 and 10)

Functionality: Stand-alone, no network connection required

Other software: None that have been identified at this time

Player support: One real life, non-computer generated player, with the option of 1-7 computer generated players that will not be true AI players

Programming language:

Java Interface: GUI

2. Organizational Chart

Project Lead - Brittany Frampton

Documentation Specialist - Kevin Dalton

Architect - Nancy Planinsek, Brittany Frampton

Coder - Nancy Planinsek, Brittany Frampton

Tester - Kevin Dalton

3. Gantt Chart

Basic Timeline

Week 6: Gather Requirements / Design Architecture & Design 1st set of coding / Begin Programmer's Manual & User Documentation

Week 7-8: 1st set of coding & black/white box testing (simple monopoly with Roman conversion and computer players)

Week 9-10: Test 1st set / Update Programmer Manual & User Documentation

Week 11-12: Design 2nd set & Code 2nd set (mortgaging, auction & multiple human players)

Week 13-14: Test 2nd set of coding / Update Programmer Manual & User Documentation

Week 15: Final coding and document changes and tests

Week 16: Project Due Monday, 12/5/16

Week 17: Final Test and Debugging, project extended to 12/13/16

4. Tools and Standards

Editors: Eclipse & GitHub

Documentation Standards: GitHub versioning tools, commenting changes with line number in a read text document (due to multiple coders)

5. Configuration Management Plan

Versioning will be completely new copies of major versions and noted changes for minor versions with comments stated what was done. Major versions will be for changes in the main functionality. Things like changes in graphic or test corrections will be minor versions. There will be a read only file for this with person's name, comments, file and the lines changed for minor and major versions. The archives for major versions will be on GitHub as whole other projects, sandbox versus production for testing will be two separate projects. File versioning example: Roman\_Monopoly\_2.1.1 (build 1-2.major.minor).

6. Weekly Status Reports

Kevin will email weekly Sunday reports to the teacher, from a discussion group thread dedicated to providing updates.