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* 1. Design, Implementation, Testing, Deployment, Maintenance, Project Management, and Documentation.
  2. Design: Create a plan for the project

Implementation: Writing the code based on the plan

Testing: Test the program to make sure everything runs smoothly

Deployment: Try it with other users’ machines

Maintenance: Keep the project up to date

Project Management: Planning, scheduling, and coordinating the activities required to complete the project on time.

Documentation: Write down everything you did as a coder.

2.4 Some of the letters were added based on the version number. The changes are highlighted. Google Docs focuses on document collaboration and versioning within a single document, while GitHub manages changes across entire codebases and projects. Google Docs offers simple change tracking and versioning capabilities suitable for documents, while GitHub provides more comprehensive version control features tailored for software development workflows.

2.5 JBGE is just barely good enough. If you give too much documentation you waste a lot of time updating it as you make more changes.

4.2

Task Time (Days) ES EF LS LF Slack

A 5 0 5 57 62 0

B 5 4 9 57 62 0

C 4 0 4 58 62 0

D 6 6 12 56 62 0

E 7 12 19 43 50 0

F 7 0 7 55 62 0

G 6 0 6 56 62 0

H 3 0 3 59 62 0

I 3 3 6 56 59 0

J 3 3 6 56 59 0

K 5 15 20 42 47 0

L 6 6 12 56 62 0

M 9 19 28 34 43 0

N 15 19 34 28 43 0

O 5 6 11 51 56 0

P 6 11 17 45 51 0

Q 4 32 36 26 30 0

R 4 38 42 20 24 0

Critical Path: A → D → E → M → N → R

Total Expected Duration of the Project = EF(R) = 42 days.

4.4

| Task | Duration | Start Date | End Date |

|------|----------|------------|------------|

| A | 5 days | 01-Jan-24 | 07-Jan-24 |

| B | 5 days | 08-Jan-24 | 14-Jan-24 |

| C | 4 days | 15-Jan-24 | 22-Jan-24 |

| D | 6 days | 23-Jan-24 | 31-Jan-24 |

| E | 7 days | 01-Feb-24 | 09-Feb-24 |

| F | 7 days | 10-Feb-24 | 18-Feb-24 |

| G | 6 days | 19-Feb-24 | 27-Feb-24 |

| H | 3 days | 28-Feb-24 | 02-Mar-24 |

| I | 3 days | 03-Mar-24 | 07-Mar-24 |

| J | 3 days | 08-Mar-24 | 12-Mar-24 |

| K | 5 days | 13-Mar-24 | 21-Mar-24 |

| L | 6 days | 22-Mar-24 | 31-Mar-24 |

| M | 9 days | 01-Apr-24 | 12-Apr-24 |

| N | 15 days | 13-Apr-24 | 01-May-24 |

| O | 5 days | 02-May-24 | 08-May-24 |

| P | 6 days | 09-May-24 | 16-May-24 |

| Q | 4 days | 17-May-24 | 22-May-24 |

| R | 4 days | 23-May-24 | 30-May-24 |

4.6 Have the plans set in place, monitor the project and see where the potential problems lie, and adapt to the current situation.

4.8 Inaccurate tracking of information and possible micromanagement of tasks, aka scrutinizing over the smallest of details to try and fix it all can be detrimental.

5.1 Being clear and unambiguous, being complete in requirements, consistent with requirements, making sure it is feasible/achievable, and testable.

5.3 Audience: all of them. Administrators: only o, p.

5.9

Must Have: Implement the core functionality of the game, including word selection, guessing mechanics, and win/loss messages.

Should Have: Enhance the game experience with additional features like timers, hints, difficulty levels, and multimedia elements.

Could Have: Introduce advanced features such as multiplayer mode, scoring system, progress tracking, and customization options.

Won't Have: Exclude features that are not critical to the core gameplay or require significant resources to implement.