
Project Hangman

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Logo

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| **1**
Revision History

Date	Version	Description	Author
7/2/19	A.1	Early “alpha” iteration	Dustin Payne

| 2 General Information

Project Summary	
Project Name	Project ID
Proje	dp222gr.hangman
Project Manager	Main Client
Dustin Payne	LNU
Key Stakeholders	
Me	
Executive Summary	
This project will demonstrate PayneGames's ability to develop software in an efficient way using modern development methods.	

Vision

The vision of this project is to create a version of the popular game “Hangman.” It will be developed in Java and utilize JavaFX to create a GUI. The game will generate a phrase from a premade list of phrases that belong to different categories. The player will select letters to try to fill in the blanks of the phrase. If the player selects a letter that is not in the phrase, a piece of a hanging stickman will be added to a representation of a stickman being hanged. The objective of the player is to complete the whole phrase before the stickman is completed.

The GUI will have a menu on top where the player can select options for the game and 26 buttons on the bottom that represent each letter of the English alphabet. The middle of the screen will display the phrase with guessed letters shown and unguessed letters represented by underscores. The player will be able to select from various categories that the game will generate a phrase from. There are only two planned categories so far: movies and tv series. More categories will be added as development continues.

Project Plan

The development of the game will start with building the framework, namely: creating letter and phrase objects with their relevant methods and building the game window that gives the ability to set a phrase, guess letters, and reset the game. The next step will be to develop graphics to represent the number of guesses left and add categories. After testing, the game is basically done but the maintenance stage will enable PayneGames to add additional categories.

4.1 Introduction

Simply put, this is the game Hangman.

4.2 Justification

Beyond the fact that PayneGames wants to develop this game, it is a requirement for the CEO, Dustin Payne's, degree.

4.3 Stakeholders

The stakeholders are just the employees of PayneGames and Tobias.

4.4 Resources

The resources available are time, Eclipse IDE, RStudio, one Acer laptop, and a Logitech mouse.

4.5 Hard- and Software Requirements

The hardware requirements are minimal. Any computer that has a JRE can run the game.

4.6 Overall Project Schedule

The first iteration will be delivered before 12:00 8/2/2019. The second will be delivered during week 8 of 2019. The third will be delivered during week 10 of 2019. The final release will be delivered during week 12 of 2019.

4.7 Scope, Constraints and Assumptions

The scope of this project is narrowed strictly to developing the game and delivering it for grading. No marketing or maintenance will be done, nor will it be released for sale. The only constraint is time. Since this project will produce no expenses or income, there are no financial constraints. This project is being produced on the assumption that the player has a mouse.

Iterations

Plan for four iterations, including this. This is a fine-grained plan on what is to be done in each iteration and with what resources. To begin with, this is a plan of what we *expect* to do, update this part with *additions* (never remove anything) when plans do not match up with reality. Also make time estimates for the different parts.

In this course the overall planning has in some ways already been decided, so use the template to provide more details on specific tasks that define *your* project. Remember that you can plan to add features to any of the phases as long as the main focus is also met.

The first assignment is to complete iteration one.

5.1 Iteration 1

The first iteration is this project plan along with some degree of implementation. Complete the documentation first so that the implementation goals are met in code. You need to implement an idea and some skeleton code for your project to work with. This is assignment one.

5.2 Iteration 2

In this iteration you need to add some features to the game *but* after you have first modelled them using UML. All diagrams need to be included in the project documentation and should be implemented in the way modelled.

5.3 Iteration 3

You may include additional features to the game in this iteration, but the main focus is on *testing*. Plan, perform and document your tests in this iteration.

5.4 Iteration 4

The outcome of this iteration is *the complete* game. Reiterate the steps in iteration 1 – 3 for a set of new features but also remember to see the project as a whole, not only its parts.

Risk Analysis

All projects face risks that make it important to prepare for what might happen. Use the chapters in the book as well as the content of the lectures to identify the risks within this project. As always, write down your reflections on creating a risk analysis. This reflection should be about 100 words.

6.1 List of risks

The risks are minimal, but the main concern is missing a deadline. While this is unlikely, it would not be surprising if it happened. As a consequence, the whole project would be delayed to the retake deadlines.

6.2 Strategies

The strategy being implemented (or was planned on being implemented) is to complete tasks at least a few days ahead of schedule.

Time log

28/1/2019: 1 hour spent building the framework of the game: the phrase and letter classes.

29/1/2019: 5 hours spent building the GameWindow and HangmanGame classes that control the GUI.

1/2/2019: 1 hour spent building the lists of phrases for the Movies and TV Series categories from IMDB data.table files in RStudio.

7/2/2019: 2 hours spent writing the project plan.