# Project Plan

The following table briefly describes the scope of increments 4 through 6 of my CSC 276 project.

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| **Increment** | **Name/Title** | **Scope** | **Explanation** | **Hours to Complete** | |
| **Estimate** | **Actual** |
|  | Finish single player implementation | ***Requirements***: 2, 4  ***Rules***: 4, 5, 6 | I chose to finish the implementation for the single player because having the complete implementation for the rules and flow of the game will make it easy to add a second computer player. I will give the player every option required for the game on each turn and will update the meld count to include every requirement. | 12 | 25 |
|  | Add Computer Player | ***Requirements***: 1, 3  ***Rules***: 2, 6, 7, 8 | I chose to add the computer player in this increment because I would already have the base of the game finished. This means I could just focus on the events the computer will make and would not have to change much code regarding the game. | 15 |  |
|  | Add persistent data storage | ***Requirements***: 5  ***Rules***: ~ | Since the logic of the game will already be finished by this point, I can focus on storing the game data from a single game. I chose to just do this in one increment because I have no experience with XML and therefore it will probably take me a while to learn and implement it. If I have time for it and decide to add a GUI, I will add most of this requirement to increment 5 and focus this one on creating the GUI. | 12 |  |