SOFTWARE DEVELOPMENT

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**1 Vision**

The vision is to create a simple hangman game with easy to understand information and interfaces. The game is going to be developed in Java using Eclipse.

**2 Project Plan**

The way this game is going to be build is by first looking at the rules of the game. After that i’m going to build the basic setup for the game without any graphics or menu to make the basic structure work. When the basic structure is done i’m going to start adding the graphics, and later the menu.

**2.1 Introduction**

The Hangman game is going to be a digitized version of the pen and paper game where you guess a word letter by letter, and try to guess the word before the drawing of the hangman is done

**2.2 Justification**

This game should be made because it’s an easy and fun game for everyone yet people barely use pen and paper anymore. So it would be easier to start this game on a computer or on your phone to play with others.

**2.3 Stakeholders**

Product owner

Linneaus University

Developer

**2.4 Resources**

Eclipce IDE

**2.5 Hard- and Software Requirements**

**Software**:

Eclipce IDE

**Hardware**:

Any computer with a program to run .java files

**2.6 Overall Project Schedule**

The finished product must be handed in before the end of the course

**2.7 Scope, Constraints and Assumptions**

The game must have a proper working random word generator and you have to be able to guess the words correctly.

**3 Iterations**

**3.1 Iteration 1**

The first iteration will have to basic function of the game with no advanced graphics or menu

**3.2 Iteration 2**

The second iteration is going to have the basic game (with bugfixes if needed) and added graphics for the hanging man

**3.3 Iteration 3**

In the third iteration a menu is going to be added on the game and graphics

**3.4 Iteration 4**

The last iteration is going to have the completed game without bugs, Graphics, and a menu.

**4 Risk Analysis**

**4.1 List of risks**

1. Program might not be able to tell the difference between lowercase letters and uppercase letters

**4.2 Strategies**

1. Running bugtests through the development to see that the inputs works as intended