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| ***Stage*** | ***Activity*** | ***Product*** | ***Est. time*** | ***Actual time*** |
| *Problem Definition* | Write a program to play a number guessing game. The program shall generate a random number  between 0 and 99. The USER inputs his/her guess, and the program shall response with "Try  higher", "Try lower" or "You got it in n trials" if the guess is correct. | N/A | 0 | 0 |
| *Requirement development* | Determine the required components to achieve the goal | Requirement:   1. A html page 2. A Class Guesser 3. An automated tester (Jasmine) | 10 min | 20 min |
| *Construction Planning* | Planning the time schedule | A timetable | 10 min |  |
| *Architecture Design* | * UML dynamic diagram (activity, collaboration, state transition, sequence) * Use case * storyboard * Wireframe with tag types, classes/names/ids, attributes, and associated CSS values * Pseudocode * ‘Planning A Complex Algorithm’ worksheet * Spike solution |  | 5 hour |  |
| *Detail design* | * Jasmine test specification * Methods in Guesser |  |  |  |
| *Coding and Testing1:* |  |  |  |  |
| *Coding and Testing2:* |  |  |  |  |
|  |  |  |  |
| *System Test* |  | N/A |  |  |