

1. Requirements Gathering, High/Low-Level Design, Development, Testing, Deployment, Maintenance, Wrap-Up
2. DESCRIPTIONS:
  - a. Requirements Gathering: developers receive acceptance criteria from customer
  - b. High-Level Design: less detailed design of how application will interact with different systems
  - c. Low-Level Design: details regarding each piece of the application are finalized
  - d. Development: creating/programming pieces of software that come together to meet the acceptance criteria for the application
  - e. Testing: developer test program under many different instances such that it meets all the requirements without bugs
  - f. Deployment: application is made available to users
  - g. Maintenance: application is updated and any newfound bugs are fixed
  - h. Wrap-Up: project is evaluated from conception to end to determine strengths and weaknesses of the process

3. Google Docs – DONE

4. Just Barely Good Enough – usually a comment in code, means program meets requirements but doesn't exceed them

5. (G) Rendering engine, (D) Character editor, (E) Character animator, (M) Character library, (Q) Character testing — total time to finish project is 32 days

6. Gantt Chart

	1/2 - 1/10	1/11 - 1/19	1/21 - 1/30	1/31 - 2/12	2/13 - 2/18
(G)					
(D)					
(E)					
(M)					
(Q)					

7. Insert lost time into Gantt chart similar to the way you account for weekend and holidays.

8. First, assigning too many people to one task can actually prolong the task. Second, not updating tasks to represent current standing.

9. Unambiguous, Ordered, Concise, Consistent, Verified

10. TimeShifter

- a. Allow users to monitor uploads/downloads while away from the office. [Business]
- b. Let the user specify website log-in parameters such as an Internet address, a port, a username, and a password. [Functional, User]
- c. Let the user specify upload/download parameters such a number of retries if there's a problem. [Functional, User]
- d. Let the user select an Internet location, a local file, and a time to perform the upload/download. [Functional, User]
- e. Let the user schedule uploads/downloads at any time. [Not Functional]
- f. Allow uploads/downloads to run at any time. [Not Functional]

- g. Make uploads/downloads transfer at least 8 Mbps. [Not Functional]
  - h. Run uploads/downloads sequentially. Two cannot run at the same time. [Not Functional]
  - i. If an upload/download is scheduled for a time when another is in progress, it waits until the other one finishes. [Not Functional]
  - j. Perform schedule uploads/downloads. [Functional]
  - k. Keep a log of all attempted uploads/downloads and whether they succeeded. [Functional]
  - l. Let the user empty the log. [Functional, User]
  - m. Display reports of upload/download attempts. [Functional, User]
  - n. Let the user view the log reports on a remote device such as a phone. [Functional, User]
  - o. Send an e-mail to an administrator if an upload/download fails more than its maximum retry number of times. [Functional, User]
  - p. Send a text message to an administrator if an upload/download fails more than its maximum retry number of times. [Functional, User]
11. MOSCOW
- a. Must – be a way to monetize the game
  - b. Should – make the game competitive and social, allow users to share scores and challenge one another
  - c. Could – make a timer to create a sense of urgency while playing, lends to competitive aspect as well
  - d. Won't – change the core concept of the game, which is basically hangman, such that it confuses players