

Projektdokumentation

BattleShipGame - SWENGB

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Lehrveranstaltung:	SWENGB
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Changelog

Date	Version	Author	Affected Chapters.	Notes
2017-12-21	V 1.0.0	hoedlale16, fernbach16, qerimiar16, weilands16	All	Initial version

1. Project structure

1.1. Project team

Each project member is mainly responsible for a specific category. This means, that the person is responsible for the fulfilment of this task, however this does not mean that they are the only one working on this task.

Team Member	Responsible Role
Fernbach Gregor	Head of Documentation and project management (Scrum Master)
Hödl Alexander	Head of development
Qerimi Ardian	Head of Design and Layout
Weiland Sebastian	Head of Testing and Quality management

The project team is called SC!GO.

1.2. Project methodology

We use SRUM as project management methodology and split the project according the assignment deadlines:

- Srint1: 2018-01-14
- Sprint2: 2018-01-23
- Sprint3: 2018-01-25

A details plan and the content of each sprint is defined in chapter Planned work.

2. Planned work

Following chapter describes the work packages of the different sprints. Planned responsible person is written in parentheses.

The content of each sprint might vary, important (deadline relevant) tasks (bold) have priority in each sprint

2.1. Sprint1 (2018-01-14)

This sprint contains following work items

- **Documentation**
 - **(0.5h) Description team members (HÖDL)**
 - **(0.5h) Time estimation (WEILAND)**
 - **(1h) Project cost calculation (FERNBACH)**
 - **(2h) Project plan (FERNBACH)**
 - **(2h) Add Mock ups (QERIMI)**
- Application
 - (4h) Design of GUI
 - Create mock ups (QERIMI)
 - (3h) GUI: Design according mock ups (QERIMI)
 - (3h) Screen: Welcome screen and switch between menu points (HÖDL)
 - Functionality: Start a new Game (HÖDL)
 - Functionality: Show Highscore (WEILAND)
 - Functionality: Show Credits (FERNBACH)
 - (1.5h) Screen: Credits
 - Functionality: Return to Welcome screen (FERBACH)

2.2. Sprint2 (2018-01-23)

- **(8h) Documentation**
 - **User Manual (FERNBACH)**
 - **Create Screenshots (WEILAND)**
- Presentation:
 - (8h) Test application functionality (WEILAND)
- Application

- (4h) Screen: Splash screen
 - Functionality: Show Screen while loading Application (HÖDL)
- Screen: Start a new Game
 - (8h) Functionality: Single player mode (Game Flow) (WEILAND)
 - (16h) Functionality: Multi player mode (Game Flow) (HÖDL)
 - (6h) Functionality: Edit mode (Multi player) (HÖDL)
 - (2h) Functionality: Save/Load game (HÖDL,FERNBACH)
- Screen: Highscore
 - (2h) Functionality: Load data Protobuf (Highscore) (HÖDL)
 - (4h) Functionality: Show Reply of Game (HÖDL)
- (5h) Functionality: Write Unit-Tests (WEILAND)

2.3. Sprint3 (2018-01-25)

- **Presentation:**
 - **(3h) Final Test application functionality (WEILAND)**
 - **(3h) Create presentation slides (QERIMI)**
 - **(1h) Prepare Game simulation/Live version) (WEILAND)**
 - **(1h) Prepare start without IDE(IntelliJ) (FERNBACH)**

3. Time estimation

According the chapter 2 Planned work following time is required to fulfil the sprints:

- Sprint1: 17,5h
- Sprint2: 63h
- Srp3: 8h

To fulfil the whole project requirement the calculation result estimates 88,5 h.

4. Project costs calculation

According to the chapter 3 Time estimation following cost calculation.

- Student Development hour: 20€/h
- Student Documentation hour: 12€/h
- Student Testing hour: 15€/h
- Student Design hour: 13€/h

4.1 cost planning

- 22h Documentation/Presentation á 12€/h => € 264, --
- 52,5h Development á 20€/h => € 1050, --
- 6h Design á 13€/h => € 78, --
- 8h Testing á 15€/h => € 120, --

4.2. Overview Costs

Development	1.050, -- €
Documentation	264, -- €
Design	78, -- €
Testing	120, -- €
	1.512, -- €

5. TODO: Mockups

TODO