Projektdokumentation
BattleShipGame

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1 <u>Project structure</u>

1.1 Project Team

Each project member is mainly responsible for a specific category and therefor has his role. This means, that the person is responsible for the fulfilment of this task, however this does not mean that they are the only person working on this work package.

Team Member	Responsible Role
Fernbach Gregor	Head of Documentation and project management
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 an agile approach as project management methodology and split the project according the assignment deadlines into iterations.

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

Further details(effort, planned responsible person) about the Sprints (backlog/ planned work) can be found in chapter 2 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

The estimated effort has the be understood as guideline for the real effort. The Responsible Person is not the sole Person working on the working package but it has to be understood as the Person who is taking care of the completion of the work package

2.1 Sprint1 (2018-01-14)

This sprint contains the following Work Packages

WP-Nr	WP-name	Description	Resp. Person	Estimated Effort
1.1	**Documentation**	Project Planning including time & effort estimation, cost estimation and creating the documentation	Fernbach	6
1.2	**Mock Up Design**	Creating Mock Ups and design look and feel of the game	Qerimi	6
1.3	**Creating Scenes (fxml)**	Design the different scenes along the stages. according to the mock-ups.	Weiland	5
1.4	Scene-Switching	Implementing functionality to	Hödl	5

		switch between the main scenes (Highscore, Credits, New Game)		
1.5	Credit Dialogue	Implement the first draft of credits in HTML and display them.	Hödl	2

2.2 Sprint2 (2018-01-23)

This sprint contains the following Work Packages

WP-Nr	WP-name	Description	Resp. Person	Estimated Effort
2.1	**User Manual Part 1: starting application**	Creating 1st part of the User Manual which includes: Short explanation of the game, Starting the Application, Main Menu explained	Fernbach	2
2.2	**User Manual Part 2: game flow**	Creating 2nd part of the user manual: explaining the game flow (single/ multi player, load, save)	Weiland	4
2.3	**User Manual Part 3: features**	Creating 3rd part of the user manual: Explaining the features (highscore, credits, sound effects)	Qerimi	2
2.4	**Designing**	Doing fine grained design work (splash screen picture, buttons, background images, etc.)	Qerimi	3
2.4	Splash Screen	Implement Splash Screen Functionality	Weiland	6
2.5	Game Start	Implement handling to start single and multiplayer games, including feature "Naming of game"	Qerimi	6
2.6	Game Save/Load:	Implement Functionality to save and load a game (single/multi player)	Fernbach	4
2.7	Game Multiplayer Functionality	Implement Game Flow for Multiplayer Game e.g.	Hödl	8

		switch between scenes, game over handling, etc.		
2.8	Display Status	Show Ship Statistic during game	Weiland	2
2.9	High score Display and Persistence	Implement Functionality to display High score, including Persistence	Fernbach	8
2.10	High score Replay	Implement Functionality to replay a game from High score	Hödl	6
2.11	Edit Mode (Multiplayer)	Placing Ships on Battlefield in Multiplayer Game	Hödl	10

2.3 Sprint3 (2018-01-25)

WP-Nr	WP-name	Description	Resp. Person	Estimated Effort
3.1	**Testing**	Testing Application and functionality	Weiland	4
3.2	**Creating Slides**	Creating the slides for the presentation	Fernbach	3
3.3	**Prepare Application**	Cleanup Application and Prepare Presentation Data	Hödl	2
3.4	**Prepare Presentation**	Who talks about what, clarify what to present	Qerimi	3

3 <u>Time estimation</u>

According the chapter 2 Planned work following effort is required to fulfil the work packages of the sprints:

- Sprint1:   24
- Sprint2:   61
- Srpint3:   12

To fulfil the whole project requirement the calculation result estimates 97 h.

4 <u>Project costs calculation</u>

The cost for one working hour is estimated with 20€ and the project requires 97 hours to be accomplished.

Based on this calculation the project budget is estimated with 1940 €.

5 <u>Mockups</u>

The mock ups have been created with the tool "wireframe mockflow". When you start up the application the splash screen is shown while loading. The splash screen shows an awesome image. After that the welcome screen appears.

5.1 Welcome screen

The welcome screen is as already mentioned the first menu that appears. It contains the buttons "Start Game", "Show Highscore" and "Credits". The "Start Game"-button starts a new Game where you will be able to select between a singleplayer and multiplayer game. The "Show Highscore"-button leads you to the High score screen . The "Credits"-button leads you to the

Credit Screen.
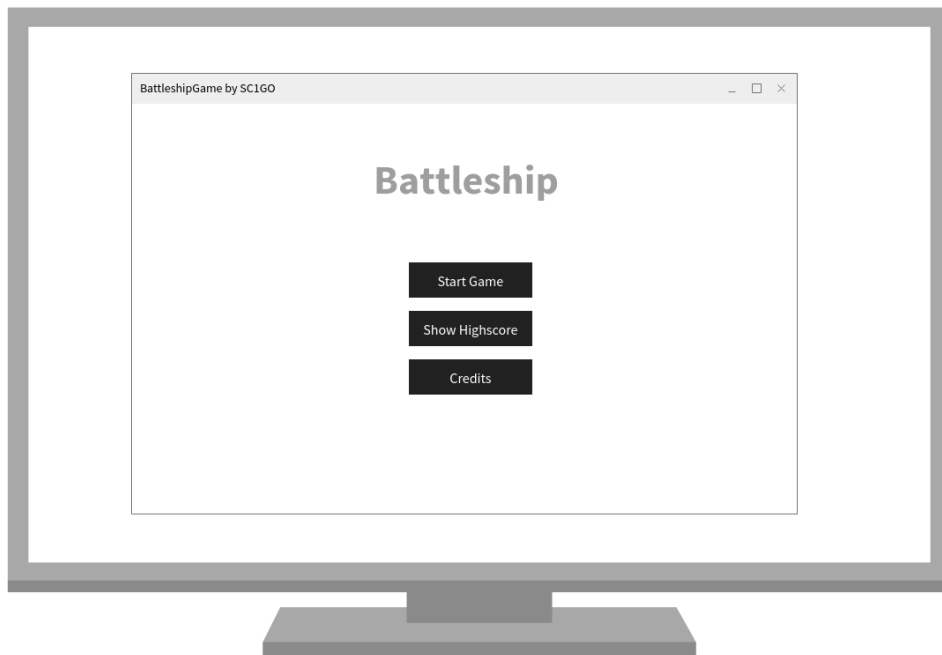
Mock-up 1: Welcome screen

5.2 High score screen

This screen shows the High score of finished games which are sorted by the amount of clicks. It contains the buttons "Replay Game", "Clear Highscore" and "Return to Main".

- The "Replay Game"-button enables you to replay a selected game.

- The "Clear Highscore"-button deletes all saved High scores.

- The "Return to Main"-button leads you back to the welcome screen.

Mock-up 1: High score screen

5.3 Credit Screen

This Screen appears when you click on "Credits" in the main menu and displays the Credits of the game. In this mock-up a button is missing which leads you back to the welcome screen.
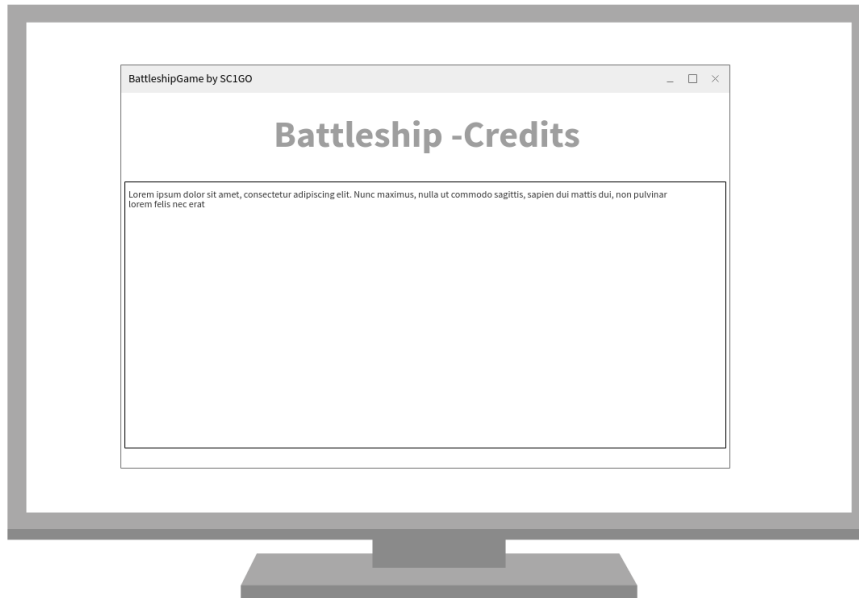
Mock-up 2: Credit screen

5.4 Multiplayer Initiation

This screen shows the initiation of a multiplayer game and appears after you click on "Start Game" in the welcome screen and afterwards selected "Multiplayer" in the following dialogue. To initialize you will have to enter a name for the player and click on "New Game". Moreover you could also load a saved game by clicking on "Load Game", save a game by clicking on "Save Game" or return to the welcome screen by clicking on "Return to main".

Mock-up 3: Multiplayer Game Initiation screen

5.5 Multiplayer Game

This screen shows the game state played by two players.
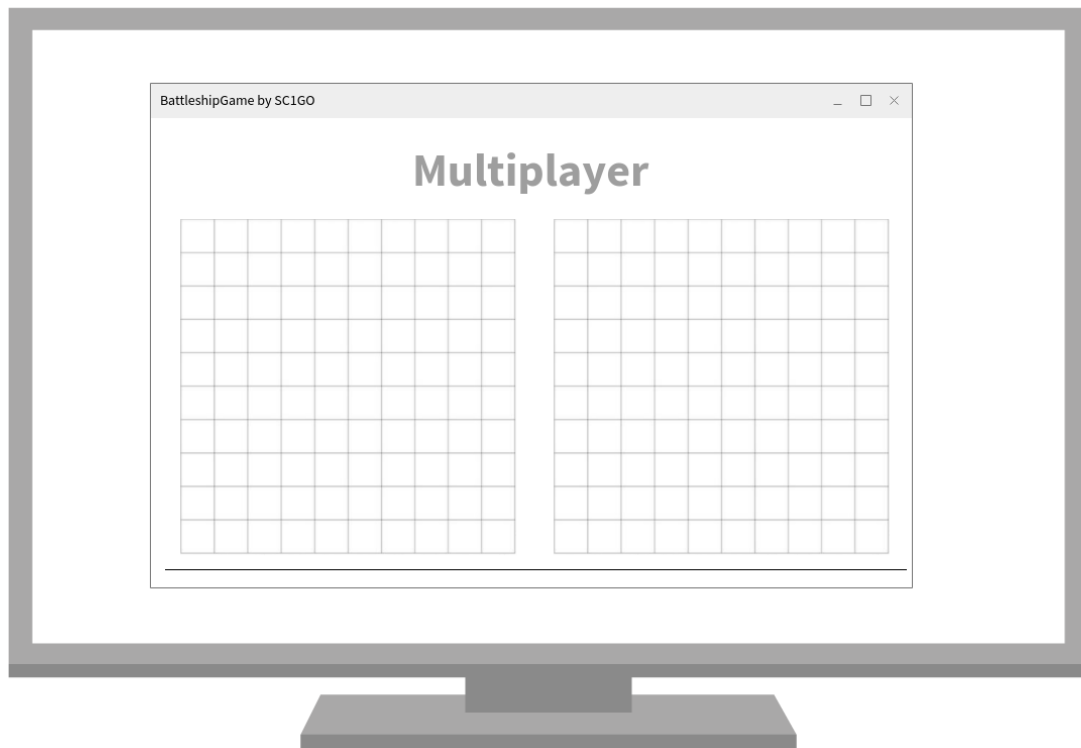
Mock-up 4: Multiplayer Game screen