SOFTWARE DEVELOPMENT PROJECT TEMPLATE

Marcos Gómez de Quero

23/02/2020

Contents

1 Revision History

Date	Version	Description	Author
03/02/2020	1	Assignment 1	Marcos Gómez de Quero
23/02/2020	2	Assignment 2	Marcos Gómez de Quero

2 | General Information

Project Summary	
Project Name	Project ID
Hangman	HelloDarknessMyOldFriend
Project Manager	Main Client
Marcos Gómez de Quero	Linnaeus University
Key Stakeholders	
Developer: Marcos Gómez de Quero Project Manager: Marcos Gómez de Quero Costumer: Linnaeus University Tester: Marcos Gómez de Quero	
Executive Summary	
In this project I will try to reach what we are asked to make, the hangman game. At first probably I will just make the basic game, but as the assignments are being made, I will try to improve my game by adding things like a table score, timer, multiplayer...	

3 | Vision

The objective of this project is to create a hangman where the words that we have to find out are different capitals of the world. The idea is to make a game that will work, and anybody can play without even knowing anything about the program. I will make a menu that will start the game with a button to start the game and another one to quit. After playing the game for once and winning or losing, you can play again or quit the game. The capital that the player will have to find out is picked randomly from a txt where I have all the capitals and where I can add more capitals if I wish to. At first it will be a basic hangman game, but as time comes for next assingments, I will try to improve the program with new settings by adding new features, for example a timer, a score table, the option to add users, maybe a multiplayer option…

4 | Project Plan

My idea is to make the program for the first assignment, so later I will just have to make new features like I said before, some examples, that probably will be more in the future could be, multiplayer option, a timer for inserting words, user list, leaderboard… To make the program more clear, I decided to make some txt, one for the capitals that is selected randomly later from there for the game, and other 8 for the errors where I made the different steps of the errors for the hangman.

4.1 Introduction

This project is a program where you can play a game called Hangman.

4.2 Justification

I have a client that is asking for a program where he can play hangman.

4.3 Stakeholders

Developer: Marcos Gómez de Quero
Project Manager: Marcos Gómez de Quero
Client: Linnaeus University
Tester: Marcos Gómez de Quero

4.4 Resources

I used NetBeans to create the program.

4.5 Hard- and Software Requirements

I used NetBeans to create and program the Hangman. To run the program you can use anything with a Java compiler.

4.6 Overall Project Schedule

The dates where I have to submit the assignments.

4.7 Scope, Constraints and Assumptions

The scope of the project is to create a game that anybody can play. I think every part that I made is inside the project.

5 | Iterations

5.1 Iteration 1

For first assignment 1, I decided to make the template (as we don't know yet too much about the project, probably this first documentation will be quiet short and with not much details), the whole program of hangman, with the options to play and to exit. The list of capitals that I made, I decided to make a .txt and add the file in the code, so I can always add more capitals or anything I want. Also the errors (the scheme of the hangman), I decided to make it in .txt aswell, with 8 .txt of errors from 0 to 7 where the hangman is being created with each error.

5.2 Iteration 2

For assignment 2, I decided to let the code as in first assignment, but I added a confirmation of exit menu. After doing this I started with the Use Cases. Then the Use Case Diagram, after it, created the State Machine and to finish with it the Class Diagram.

5.3 Iteration 3

For assignment 3, I will think of adding new features to the program, for example, a timer or a multiplayer option. I will also make the testing of the program and document the tests in the template.

5.4 Iteration 4

For the final project, I will finish the game maybe upgrading it or adding more things. And repeat every iteration from 1 to 3.

6 Risk Analysis

As in any project, there will always be risks, but as it is a project for the University and it is decided from time ago, probably things will not change, so there are not many risks that I will have to figure out with. I also think this part is important, as we can manage almost every problem that we can have in the future by predefining strategies for problems that we may have in the future. As I am a newbie in projects, I will probably not have imagination to predefine many problems that I may have to deal with, but I can try to figure out some of them.

6.1 List of risks

Product competition. If we take the other students' projects, this could be a risk.
Requirements change. Maybe the teachers decide to make changes in the final project.
Size underestimate. Maybe the project is quiet big and it can't be run or sent.

6.2 Strategies

To solve the product competition I could manage it making staff that anyone else think in, like new features that are original.
To solve the requirements change there is not much things that I can do, but I could make my code to be flexible or improve things and features in it.
To solve the size underestimate I can compress the project or modify the project and remove functionality.

7 | Time log

Date	Expected Time	Real Time	Task
02/02/2020	3 hours	1 hour 30 min	Code of Hangman
02/02/2020	15 min	15 min	General Information
03/02/2020	20 min	22 min	Vision
03/02/2020	30 min	43 min	Project Plan
03/02/2020	30 min	28 min	Iterations
03/02/2020	40 min	51 min	Risk Analysis
15/02/2020	5 min	5 min	Confirmation of Exit
16/02/2020	20 min	23 min	Use Cases
20/02/2020	15 min	13 min	Use Case Diagram
22/02/2020	40 min	48 min	State Machine
22/02/2020	30 min	34 min	Class Diagram
23/02/2020	20 min	24 min	Edit the template

The time I spent making the code, was quiet less than I thought because the program was easier than I thought at first.

The vision has moreless the same time as I expected.

The project plan was quiet harder, because at first I started writing the same as in vision task, so I had to change it later.

For iterations was moreless as I expected.

The risk analysis was quiet different because I had to think in many risks and as I am a newbie, it is difficult to find some for a project for me.