Project Plan

CreatureSim (my Project) will use a traditional waterfall style methodology, including the following stages of development:

* Analysis
* Design
* Implementation
* Testing
* Evaluation

It does not make use of Documentation or Maintenance as these are not really relevant to the project

To try to ensure I will complete the project within the given time constraints I will set deadlines for each section, and readjust my plan as I go along depending on whether deadlines have been met. Some features have also been designated as unnecessary, and so will only be implemented and tested if sufficient time remains.

Outline Project Plan

|  |  |  |
| --- | --- | --- |
| **Stage** | **Rough Time (Hours)** | **Rough Date Targets** |
| Analysis | 10 | 13/09/2018 |
| Design | 4 | 11/10/2018 |
| Implementation | 13 | 10/01/2019 |
| Testing | 10 | 21/03/2019 |
| Evaluation | 2 | 4/04/2019 |

Resources

To work on my project I will require the following physical and human resources:

* School Desktop and Home Desktop
* Eclipse for Java development
* Git for version control and cloud syncing
* Online sites for research such as Stack Overflow
* Word, excel
* End Users
* Personal prior knowledge and experience