1.1

Requirements Gathering, High-Level Design, Low-Level Design, Development, Testing, Deployment, Maintenance, and Wrap-up

1.2

a. Requirements Gathering: finds out what the customer’s wants and needs.

b. High-Level Design: describes how to use the major pieces of the application and how the chunks of the design work together.

c. Low-Level Design: includes information about how that piece of the project should work and provides details of the application so that the programmers can actually implement them.

d. Development: writing code to implement the application.

e. Testing: looking for flaws or bugs within the application through use of cases, circumstances, or different kind of tests.

f. Deployment: rolling out the application to the users.

g. Maintenance: maintaining and fixing the application by implement bug fixes, additions, enhancements, and future versions of the program.

h. Wrap-up: evaluate the project’s history to determine what went right and what went wrong so that the same mistakes would not happen within future projects.

2.4 JBGE (Just Barely Good Enough) states that you should provide only the absolute minimum number of comments necessary to understand the code.

3.2: G -> D -> E -> M -> Q.

Cost: 32 days

3.4

3.6. Add tasks at the end of the schedule to account for completely unexpected problems. When one of these problems does occur, insert its lost time into the schedule.

3.8 The biggest mistake you can make while tracking tasks is not taking action when a task slips. At a minimum, you need to pay closer attention to the task so that you can take action if it’s in trouble. The second biggest mistake is piling more people on the task and assuming they can cut the total time. Unless the new people have particularly useful expertise, bringing them up to speed may make the task take even longer

4.1 Requirements must be clear, unambiguous, consistent, prioritized, and verifiable.

4.3 .

a. Business

b. Functional, User

c. Functional, User

d. Functional, User

e. Nonfunctional

f. Nonfunctional

g. Nonfunctional

h. Nonfunctional

i. Nonfunctional

j. Functional

k. Functional

l. Functional, User

m. Functional, User

n. Functional, User

o. Functional, User

p. Functional, User

4.9.

M:

Hint System.

Send the game to friends via social media.

S:

Point System.

Challenge System.

C:

Head-to-head multiplayer.

Animations.

W:

Different Languages

Time Limit