**A Game of Friends**

**4.0 Software Development Plan  
4.1 Plan Introduction**

This Software Development Plan provides the details of the planned development for the A Game of Friends Software CSCI which is a quiz-based, matching app made in Android Development Studio. The project will make use of skills over the course of my career at Loyola Marymount University.

My plans to complete the basic layout by Week 7, implement questions by Week 9, and to complete the alpha by Week 10.

**4.1.1 Project Deliverables**

Project Proposal: A description of the project to my class and a justification for its existence.

Needs Analysis: Non-detailed description of requirements that my final product must satisfy, this was never turned in, it was scrapped in favor of the RD.

Requirements Document: A description of the requirements that my product must satisfy.

Preliminary Schedule: Preliminary work schedule with expected completion dates in relation to my app.

Software Development Plan: A detailed plan for the completion of our product, this document includes the organization of the app and a summary of the previous deliverables.

Architectural Design Doc: Describes the code of my project in detail.

Detailed Design Spec: Like the ADD, but, with more details.

Configuration Management Plan: Details how I will periodically “freeze” iterations of the project in order to store them as working iterations (backups).

Testing and Integration Plan: How I plan to test our minimum viable product.

Software Application: the software application itself. 5/5/2017

Software Functionality: all basic parts of the application in working condition. 4/5/2017

Software UI: the design and menus of the application. 4/5/2017

Status Reports: reports and updates of current progress of the project. TBD

**4.2 Project Resources**

To complete my project and deliver it in its entirety, I need to develop the app on Android Development Studio. I will need my computer in order to complete the project.

**4.2.1 Hardware Resources**

|  |  |  |
| --- | --- | --- |
|  | Development | Execution |
| PC  OS: Android    GPU: Standard  PnP: Phone screen, speakers | X  X  X | X  X  X |

**4.2.2 Software Resources**

|  |  |  |
| --- | --- | --- |
|  | Development | Execution |
| PC  OS: Android  Engine: Android Development Studio  VCS: Git | X  X  X | X  X  X |

**4.3 Project Organization**

In A Game of Friend development, I will be the primary developer, designer, and manager. All development, roles, and duties I will be responsible for.

**4.4 Project Schedule**

**4.4.1 PERT / GANTT Chart:**

In Deliverables.

**4.4.2 Task / Resource Table**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Time Est. | People Est. | Resource Est. | Difficulty (1-5) |
| Basic Layout | 2 Weeks | 1 | Android Development Studio | 2 |
| Questions | 1 Week | 1 | ^ | 1 |
| Score System | 1 Week | 1 | ^ | 3 |
| Matching System | 1 Week | 1 | ^ | 2 |
| IOS Integration | 4 Weeks | 1 | ^ | 5 |
| Create Own Question System | 2 Weeks | 1 | ^ | 4 |
| Category System | 3 Weeks | 1 | ^ | 4 |