

## Vision

To write the vision document, I have to learn about the rules of the Hangman game and think about the risks which costs me a lot of time. First is the my poor English. I spent 2 hours to learn the rules, because I found the Chinese version is quite different from English version, so I had to learn the English version rules one word by one word. Then I think about the risks. Because I haven't implement the code when I wrote the vision, so I cannot think about to many risks, that is really difficult, so I had to do the risks analysis after I implemented the code.

## Project plan

While creating this project plan, I learnt how to make a project plan. The hardest part of planning is structure. After reading the software project plans example, I got the first impression of what project plan is like. I tried to write as much as I want but I found that since I did retake, I didn't remember the specific process of iteration. I have to look at the code again and wrote the iteration process. Next time, I may write it down in order to keep this in mind. Furthermore, writing a project plan, it is important that knowing the goal of each section because it will be necessary to observe if the project reaches the goal after.

## Risk analysis

Risk analysis is really difficult for me. To do the risk analysis, I must know the game's rules very detailed and think about all the steps of the game so that I can find out the risks. Just learned the rules of the game, risk analysis is still difficult for me. So I implemented the basic version codes first, and after that, I know more about the rule and steps, and then, I finished the risk analysis, and only found out two risks...