

Iteration Plan

In the process of doing a computer software project, the key activity is to design and implement the project plan. In this project plan, creating a *game called Hangman*.

-Iteration 1

The goal is to realize the basic functions of the game.

Start Date 7/2/2019

End Date 8/2/2019

It will provide the player a menu that shows the beginning button and quit button, and when beginning the game a word from a predefined list of nouns should randomly be picked and the number of letters displayed with equally many underscore signs, and avatar images for each player.