

## Vision

### Introduction

As the given requirements, the focus of this project is on everything around the code in a software project, that is the iterative process, documentation and testing. This project is to create a game called Hangman, and in the iterations, the game will be improved continuously.

In the first version, the game will be implemented the basic functions. 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.

In the next several versions, the game will add a high score list, user registration, persistence, multiplayer, time limit, point systems, the ability to add and remove words and much more.

The **purpose** of this project is to meet each requirement of the game and create a good game that can provide the players a great entertainment environment. What's more, if we set lots of words to guess, the players will experience an extremely exciting game, because every time the words are different, the players may be addicted. Then the program should be considered to get profits, and we will add score system, recharge system and so on. Players can start the game with coins, and if they win the game, they will get coins according to the guessing count, and if they fail the game, they will lose the coins. If they have enough coins, they can exchange gifts from the store. So this program is really great to attract many players and may produce lots of profits.

### Stakeholders

The stakeholders of this project are:

Product Owner

Development team

Tester

Promoter

Generally, the **goal** of stakeholders are to facilitate the whole plan be completed.

Product Owner needs a good game that can be played with as less as bug.

Development team wants to develop this game and fix all the bugs to make the game stable.

Tester's job is to find as many bugs as possible and report it to the development team.

And the promoters are going to let more people know this game and more players start to play this game.

### Iteration

In the first version 1.0.0, the game will be implemented the basic functions. It will

provide the player a menu that shows the beginning button and quit button, and when beginning the game a word showed randomly.

In the next several versions, the game will add these several functions.

A high score list that shows the history high score.

User registration that means player must register to play the game in order to get the players' information and show the score list.

Persistence that means the project will save the game in real-time so that if the players quit the game, they can come back and continue the game.

Multiplayers that can make several friends play the game together.

Time limit that will control the thinking time of players.

Point system that means if the players win, they can get the point to get some bonus.

The ability to add and remove words that should be operated be the administrator.

The **goal** of iteration is to record every change of the code, and make the process of the project clear. If in the current version, there are some bugs, you can view the iteration log and you can know why the bugs happen. When the program has been updated or repaired, it should be recorded into the iteration record. The front page of this system has been developed, and this program is downloaded from github, and then the back end should be developed later step by step.