

Project Plan

INTRODUCTION

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, and in the iterations, the game will be improved continuously.

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.

JUSTIFICATION

The game will be a really interesting game that can improve players' intelligence and the ability of reaction. And in the next versions, the game will add some bonus systems, that can help us to earn money.

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.

RESOURCE

The resource of this project is the information from WIKI and some creation from the product owners. The project goal is to reach the most stakeholders' goal. Keep the profit for vendor, but stay the good quality of software at the same time.

HARD- AND SOFTWARE REQUIREMENTS

To develop this game project, the development team will use JAVA 8, and the IDE is Eclipse. And to run and play the game, the hardware must have JDK 1.8 at least and the min memory should be above 1G.

OVERALL PROJECT SCHEDULE

The first version 1.0 will be delivered on 8/2 with the basic functions.

The second version 1.1 will be delivered before 21/2 with the functions such as a high score list, user registration and persistence, and also fix the bug of 1.0.

The second version 1.2 will be delivered before 8/3 with the functions such as multiplayer, time limit, point systems and the ability to add and remove words and try to fix all the bugs.

SCOPE

1. A menu that shows the begin button, score list button, save and load button, login button and quit button.
2. Show a word randomly.
3. A high score list that shows the history high score.
4. User registration that means player must register to play the game in order to get the players' information and show the score list.
5. 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.
6. Multiplayers that can make several friends play the game together.
7. Time limit that will control the thinking time of players.
8. Point system that means if the players win, they can get the point to get some bonus.
9. The ability to add and remove words that should be operated by the administrator.