

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.

-Iteration 1

The goal is to write a perfect vision.

Start Date 27/2/2019

End Date 2/3/2019

After completing the basic functions of the game, we can show others the program, and ask them to test and play, and even invest. So the vision is very important. In the vision, there are introduction, stakeholders and iteration. I think the most part is the introduction, because it can help viewer to understand the program easier and more clearly.

-Iteration 2

The goal is to realize the advanced functions.

Start Date 7/3/2019

End Date 15/3/2019

After completing the basic functions of the game and the ambitious vision plan, this iteration is to accomplish the archive system so that if the players have to do something suddenly, they can close the game, and the program can save the current archive automatically, and then when the players come back, they can continue the last uncompleting game.

-Iteration 3

The goal is to solve the bugs and do the tests.

Start Date 17/3/2019

End Date 22/3/2019

I think all the main functions have been implemented, and next, in this iteration, we should solve all the errors and do the tests detailed. Because maybe in the future, the program will add more and more functions, if we cannot find out all the risks and problems now, that will influence the whole program in the future. So at first, we find out all the places that may throw exceptions, and use 'try...catch' to deal with the exceptions. Then we develop the unit tests, and test all the classes detailed and carefully to make sure there is no error and exception.