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...