

HANGMAN PROJECT

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1. Revision History

Date	Version	Description	Author
2/02/2019	V1	First Sketch	Donald Appiah
6/02/2019	V2	First Iteration	Donald Appiah
20/03/2019	V3	Revision of Document	Donald Appiah
21/03/2019	V4	Final sketch	Donald Appiah

2. General Information

Project Summary	
Project Name: Legend Hangman	Project ID: L5111_v1.0
Project Manager: Donald Appiah	Main Client: Hangman enthusiasts can know the paper version of the game and want to try a computer version of the game.
Key Stakeholders: <ul style="list-style-type: none">• Developer• End-User	
Executive Summary: The project consists of creating the “Hangman” game. Idea behind the game is that the player is going to guess a word by guessing a letter by letter. If a letter given is part of the predefined word, then the letter will be shown at the right position, Else if the player guesses a letter wrong then the game builds the part of a man getting hanged till all the guesses are done. The game will be implemented in a text-based fashion with java code.	

2. Vision

This project consists of creating the “Hangman” game. The basic idea for this game is that the player is going to guess a word by guessing letter by letter. It will be implemented in a text-based fashion with Java code language. If a letter given is inside the predefined word, then the letter will be showed at the right position of the word. If the player guesses a wrong letter, the game is adding a part of a man getting hanged. The player can have 6 letters wrong before the man is hanged and therefore losing the game. (ground pole, head body, left arm, right arm, left leg, right leg).

The game will also let the user a letter or try a word. If they get wrong letter it will be considered the same and they will therefore go to another part of the hanged man. The players will also be able to create an account by entering a username and a password. They will be able to log in and see the amount of times they won and other statistics that could be important for them.

Reflection on writing a vision statement: Writing a vision statement should. emphasis the goal of the project and summarize what everyone involved in the project should know and aim for. I noticed the content, style and idea behind vision statements in different contexts can vary quite a bit. For this project, we were supposed to write a description of the whole system, but in many other examples. If the goal of the vision statement is to establish a common ground between every team member, then I agree that a more objective and descriptive text is more useful. But if the goal is to captivate and capture outside interest, then I understand the need for more concise, appealing and innovative messages.

4. Project Plan

The project plan of the application will first start with planning on what will be needed for the project, like resources, hardware and software requirements how the project should be like, the risk that might pop up while the project is in progress. Next stage will be about how I will model my application how it is going to look like and function and also designing the application with codes and algorithm. Lastly will be the application will be the testing of the application to see if everything is functioning as it should be else must be fixed.

4.1 Introduction

For this project, the “Hangman” game will be created. It will be implemented in a text-based with Java code language. The basic idea for this game is that the player is going to guess a word by guessing letter by letter. If a letter given is inside the predefined word, then the letter will be showed at the right position of the word, else if the player guesses a wrong letter, the game will add a part of a man getting hang. The layer can have 8 letters wrong before the man is hanged and therefore losing the game. (ground pole, head, body, left arm, right arm, left leg and right leg).

4.2 Justification

The application is a project in the course 1DV600 (Software Technology) within the computer science department. The application should be made to meet the requirements of the users.

The game will be an educational tool for both adults and children it will help build how fast they think and how they know their word by guessing them. The game will be a good training for infants starting to learn how to spell words and this will help them have a better future.

4.3 Stakeholders

End user – this includes the individuals going to make use of the project's outcome. This means the developer should meet their requirement by implementing the necessary structured code for better performance and maintainability.

4.4 Resources

Resources for the application will be my computer, books. Javafx jars and IDE software to run my application also a GitHub account will be needed to update my project repository.

Time spent on literature for creating the game are also measured to be part of my resources

Literature	Activity	Time
Introduction to java. <i>Y Liang</i>	Creating classes	1hour 20mins
Introduction to java. <i>Y Liang</i>	JavaFx	4hours 15mins

4.5 Hard- and Software Requirements

My requirement will be a functioning computer and Eclipse IDE for Java Developers Version: 2018-12 (4.10.0) Build id: 20181214-0600 to run my codes.

4.6 Overall Project Schedule

Activity	Date
Process and planning	08-February -2019
Modelling	20-February- 2019
Design	08-March- 2019

Testing	21-March -2019
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4.7 Scope, Constraints and Assumptions

Scope: The project main part is to make sure the main parts of the game hangman functions as planned. The player must be able to guess a single letter of choice and the game will then show the hidden letter. Having different difficulties of the word, example is word with 3-5 letters are easy, while 6-8 are medium and 7-10 or more will be difficult.

The developer is supposed to implement:

- A Graphical Interface
- A place to write the guesses
- The wrong guesses should be showed on the screen
- A hint on how many letters there is on the word should be showed on the screen.
- A graphical representation of the Hangman. The graphical representation should change every time that the player guesses a wrong letter.
- Keep track of the wrong guesses. 7 wrong guesses allowed.
- Text that appears when the player has won or lost.
- A menu where the player can choose to go play or to exit the game.
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Constraints:

- The Game runs into an IDE.
- Only 1 player can play.

Assumption: The projects assumes that users are able to perform basic task with their personal computer, the game run a release from jar archive.

Reflection on writing a project plan: Writing a project plan is an essential step when developing a project. The project plan is created at the first part of the project with the goal of structuring the work that has to be done in different activities, assessing the time and effort required for each stage. This project plan is reassessed and updated throughout the entire project, with this project I understand the enormous asset it is in a project, especially if it is a complex project

5. Iterations

5.1 Iteration 1

With this iteration a skeleton code was made on how the game will be like and documentation of the project will be documented, such as the general information of the game, the vision, time estimation and project plan.

5.2 Iteration 2

This iteration deals with how the game will be played by using UML diagram to describe it. Case diagram, state machine and a fully dressed diagrams will be implemented.

5.3 Iteration 3

This iteration is the third stage of the project and how the game functions and methods that has been implemented will be tested manually for the functions and bottoms and JUnit for the methods using eclipse to run the test. With this test all the bugs in the code should be found and fixed. All the test that will be tested will be documented.

5.4 Iteration 4

This is the final iteration of the project, which means everything has been documented, the UML diagrams are in clear view of how the game functions, testing has been made, the vision of the game and all included in the game has been reiterate and the project is now a whole project.

6. Risk Analysis

6.1 List of risks

List the identified risks and specify, as far as possible, the probability of them happening as well as the impact they would have on the project.

Phase	Risk Description	Scale
Iteration #1	Unable to connect to GitHub	moderate
Iteration #1	Unable to complete iteration #1	moderate
Iteration #2	Drawing the UML diagram	low

6.2 Strategies

- ***Unable to connect to GitHub***

Solution: Check online YouTube and online websites for tutorials.

- ***Unable to finish coding.***

Solution: Check on Stack Overflow and YouTube for ideas & implementation.

- ***Unable to draw the UML diagram.***

Solution: Fixed it by searching online solutions and visiting websites.

Reflection on risk analysis: When planning a project, it is very necessary to plan on time for the to ignore risks that can happen. This allows the project manager to take certain strategies for handling these different risks in order to minimize or get rid of their impact on the project.

7. Time logs

Date	Description	Time	Version
7-Feb-19	Assignment 1	4hours 45mins	1.0
22-Feb-19	Assignment 2	3hours 30mins.	1.0

