Group 3

Levi, Cage, Jakob

1. The game will be developed using simple methods and if and else statements to achieve the guessing game experience.
2. Begin by deciding what words will be secret words and how many we will have. After that we need to decide on the hints we will give about those words. Then we code the program with the information we decide.

We will utilize while, and if/else to accomplish taking the user through the program. An array will house the words to be guessed, and it/else will take care of the hints.

1. How will you meet core values of APM

* -We will integrate as a team our skills and knowledge to figure out the PROPER way to accomplish the software’s requirements.
* Team lead will figure out who has which strengths and adjusts Sprint tasks accordingly.
* We will hit issues by brainstorming and quickly attempting new courses of action

1. This game could honestly be made by 1 person with sufficient knowledge in Java basics, if it required an advanced GUI, we would need to add a front-end designer, or utilize a full stack developer.   
     
   To simulate a more advanced project, we will break tasks and make sure to take turns taking the “major coding” efforts, and take everyone’s ideas into consideration, to make it a well rounded experience.
2. **Sprint 1** – **Console version of the game**
   1. Jakob – Develop outline
   2. Cage – implement code draft
   3. Levi – Test/Edit/Release and Update Github/master
3. **Sprint 2** – **JOptionPane version**
   1. Jakob – Develop outline
   2. Cage – implement code draft
   3. Levi -Test/Edit/Release and Update Github/master
4. **Sprint 3 – Steam-lined**
   1. ALL – Brainstorm possibilities, research
   2. Levi – Provide design
   3. Jakob – Develop outline
   4. Levi – Implement code draft
   5. Cage – Test/Edit/Release