# Project Plan

The following table briefly describes the scope of each increment of my CSC 276 project.

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| --- | --- | --- | --- | --- | --- |
| **Increment** | **Name** | **Scope** | **Explanation** | **Hours to Complete** | |
| **Estimate** | **Actual** |
|  | N/A | ***Requirements***:  N/A  ***Rules***:  N/A | N/A |  |  |
|  | Further Rule and Requirement Implementation | ***Requirements***: Implement most of Rule 3, Create a Computer Player, and add a reset option when selecting to quit  ***Rules***: 3a, 3b | While I would prefer to complete all of Rule 3 in this increment, I think it would personally benefit me to try and spread the work out a bit since there are a lot of requirements for 3c. Aside from that, I think implementing a competitive NPC and a reset option would go a long way to making the project feel more complete. | 8 |  |
|  | Project Finalization | ***Requirements***: Implement the rest of Rule 3, use player’s name when asking for inputs, and store the game in a XML formatted text file  ***Rules***: 3c | This increment will be used to finish off the rest of the project, particularly the final requirements for Rule 3. Aside from that and implementing the player’s name for inputs, the rest of the increment will be spent storing the game data in the XML file. | 7 |  |
|  | N/A | ***Requirements***: N/A  ***Rules***: N/A | N/A |  |  |