

Hangman Project template

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General information

The projects name is the Hangman project and got the project id 1200678.

Project Manager is Mattias and the Main Client is [www.games.com\(made Up\)](http://www.games.com(made Up)) and the Key Stakeholders is Top-manager of games.com and the owner of the company.

Vision

The project is to create an Hangman game, it shall contain all the required features for a working Hangman game aswell as several others for a more flexible game. The basic features that you need is those that make you can play and win or lose by getting a random word you should guess on. In addition you should be able to add your own words to the list of words, if you want you should be able to choose a word for another to play. There shall be some different levels of difficulty like word easy (5-6 letters) ,word medium (7-8 letters) and word hard (9-10 letters). Then aswell the number of lives the player has easy, medium and hard.

You shall have different Users that saves the number of wins and losses. There will be a graphical interface aswell as an multiplayer where you guess on the same word.

The most features is pretty straight forward the different difficulties is already implemented.

Think i will be able to get all to be working except the graphical interface and the multiplier functionality.

Project plan

Introduction

This application is an Hangman game, in the game you can login as an existing or a new player. You can add words, play with standard difficulty or play with some specific difficulty. The Software will be delivered in 3 increments.

Justification

The software is ordered from the Website [www.games.com\(made Up\)](http://www.games.com(made Up)) they have had an old Hangman software game available to be downloaded on there site. But there customers started to complain that the word library of words was to small and that they wanted different difficulties. So the purpose for this software was to replace the old software and aswell provide all the features that was requested.

Stakeholders

- Top-manager of games.com
- The owner of the company
Adam "a end user of the software"

Resources

The resources for this software is one Software engineer that has 2 months to complete the software with his computer.

The code is only made of Java in version 1.8.0_171-b11

Hard-and software Requirements

Hardware Requirements

- Operating system:[Windows](#) 95 or NT or superior
- CPU;[Pentium](#) processor at 90 MHz or higher
- memory;16 MB [RAM](#)
- Hard Drive;8 MB available in the [hard disk](#)

Scope and Constraints and Assumptions

The plan is to successfully complete all the requirements of the softwares.

So that all the functional requirements features shall be working as planned and the Non-functional requirement shall asswell be working although they are harder to evaluate.

But multiplayer is a little bit putt to the side and will probably not be done in this project and probably the same bought the user interface.

Software requirements

1. Functional requirements

- Start a game
- Win a game
- Louse a game
- Get random word
- Create new word
- Login to existing player
- Create a new player
- Choose different difficulties
- Choose the number of lives

2. Non-functional requirement

- Easy to use and learn
- It should take less than 15 seconds to add a new word
- The software should have low response time

Overall project schedule

The first iteration has its deadline on the 8 off mars and the second iteration is on the 19 april

Iteration 1

1. Writing the general information estimated 15 min
2. Rewriting vision estimated 30 min

3. Rewriting Justification estimated 25 min
4. Rewrite project plan estimated 40 min
5. Rewrite risk analysis 50 min

Risk analysis

My strategy is to get a good ground to build the software on by carefully chosen classes to fit into the software. I will start with making it possible to run the game basically only getting a random word and then gusing what letters is in it and saves the letter if it is right.

Then adding that you can lose lives if you are wrong. Then that you dies when you have 0.

And this will be how i will work, starting with the absolute necessary for the game to work and then working down to less the important features. So if something that is really important for the hole project comes up it probably do it early. The thing that might be the most likely to be a risk is the graphical interface since I have not worked so much with interfaces earlier but the rest is known area.

The most likely is that the multiplayer doesn't work thats is very likely because of the time constraints there is not a lot of time to implement multiplayer even throw the coding itself wouldn't be a problem. It is basically the same with the interface it's too time consuming better to put the effort on like adding a word to the word list. There its hard to see what can go wrong.

Impact	chance
extreme --Can't read the words in the list -- extremely small	
large--Interface isn't done	-- relatively high
small --multiplayer doesn't work -- relatively small	
medium --Can't add words to the list -- extremely small	

Time log

04-16 1. General information 20 min

04-16 2. Vision 35 min

04-16 3. Justification 25 min

04-16 Project plan 45 min

04-16 risk analysis

Reflections

This Assignment was pretty fun because i like to code in java and it wasn't especially hard to get the Hangman program to work. I have before done similar programs like this so it was no new experience although i enjoyed coding very much. The Project plan was less fun then the coding but have to say that it probably was more educational to have to re update the memory of how to make a Project plan.