**Project Scope Statement**

**Project title:** Hacktopoly

**Project Scope/Objective Description**

The project is aimed at completing the development of a monopoly-inspired software.

**Project Team Members**

* Yuanzhe Zhang (40276087)
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**Project Deliverables**

* A **use case diagram** representing the main sets of sequences of user-system interaction and a **corresponding set of written use case descriptions.**
* A **Gantt chart** indicating the main development strands and deliverables over the whole project lifetime.
* An **initial class diagram** representing the most important concepts in the application domain.
* **Use case realisations in the form of sequence diagrams** that show the main sets of sequences of interaction.
* A **Draft Game Layout** & **Final Game Layout.**
* An **Interim Demo** & **Final Demo**.
* **Peer assessment** for the problem and early solution and a **final peer assessment** for the final solution.
* A working system developed in Java.
* Design Documentation.
* A **test plan** based on the original use case requirements specification.
* Final PDF report.

**Project Acceptance Criteria**

* Semester 1 PDF Report & Semester 2 PDF Report.
* Semester 1 Interim Video Demo & Semester 2 Video Demo and Code.
* Semester 1 Peer Assessment & Semester 2 Peer Assessment.

**Project Constraints**

* System to be developed exclusively in java.
* Time/resource/personnel limitations.