SOFTWARE DEVELOPMENT

Project Topic: Hangman

Assignment 1

-Vision, Project Plan and Iterations

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Task 1 Vision

Reflection

The vision document consists of a detailed description about the 'Hangman' game. I found a clear information about this game in Wikipedia. Hangman is a fun game, and this is purely based on guessing. The player who would guess the word or a phrase is given a certain number of tries. The interesting aspect of this game is the formation of the image of a person being hanged step by step, for every wrong guess. The assignment seemed quite challenging in the beginning but now I have a clear picture of what needs to be done at different iterations of the game development. The main functionality of the iterations is to add new ideas to the project. The skeleton code and documentation are the basis of the first assignment. I also learnt that it is very important for everyone involved in the project to have the same vision of what is to be created. This was it is easy to track progress and therefore the finished project can be submitted on time.

Task 2 Project Plan

Reflection

I observed that the 'Project Plan' is based on the theme of 'Process and Planning' which was discussed in the lecture classes. The project plan had a lot of sub-sections and each of them deals with a lot of thinking and understanding. I began the project on 4 Feb and I was confused about the structure and content. But I went through the course literature and I got a brief idea on where to start from. I think planning is an important tool for finishing up the task. Section 4.4 and 4.5 deals with resources required for the development process. The other sections convey the importance of taking up the project. Iterations are a crucial part of the project plan since they implement new ideas, improve the structure and facilitate in the overall code development.

Task 3 Risk Analysis

Reflection

This project is limited to only one person. Due to this I might not be able to find all the errors in my code. It would have also been much easier to finish up all the tasks with a partner. We can also exchange ideas and share knowledge with each other. It is important to gather a list risks that might intervene in the process of the project completion so that we can determine the pace of progress. Another risk is that I haven't done programming before and hence learning the concepts is a time-consuming process. Therefore, the code I write might be too long or not professional enough. It can sometimes be messy as well