

Implementation Plan

Feature	Description	Implementation	Deadline
Welcome screen	"Welcome to the Kelly Pool No. Generator" Welcome screen with 'Press any key to continue"	<ol style="list-style-type: none"> 1. Install tty-font, tty-box and Lolize gems 2. Require Gems 3. Define main_app 4. Insert font style 5. Create box and enter in welcome message 6. Create gets.chomp to proceed to the Kellypool_menu 	<div> 22/4/2020 </div>
Menu Display	Displays menu items within a box. Items to be listed on each row numbered	<ol style="list-style-type: none"> 1. Define kellypool_menu 2. Use gem 'Terminal-table' to install table 3. Require gem 4. Insert code for rows 	
Option 1, Menu	Create a 'New Game' option from the menu	<ol style="list-style-type: none"> 1. Create a while loop with menu items 2 and 3 2. When 1. New Game is selected exit loop and initiate player_names 	
Option 2, Menu	Create a 'Help' option from the menu	<ol style="list-style-type: none"> 1. Create a while loop with menu items 1 and 3 2. When 2. Help is selected display instructions 3. Advise 'Click ENTER to return to main menu which loops back to the menu again 	
Option 3, Menu	Create a 'Exit' option from the menu	<ol style="list-style-type: none"> 1. Create a while loop with menu items 1 and 2 2. When 3. Exit is selected display "Good Bye" 3. Exit loop 	

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Player Names	Feature that receives a number of players and then asks for a input * the amount of players entered by end user	<ol style="list-style-type: none"> 1. Define method 2. Create an array 3. Ask how many players and get response 4. If < 3 return error and try again 5. If >7 rerun error and try again 6. If 3-7 ask the players to enter in their name. This Runs through once and ask for names 7. Store names 	24/4/2020
Ball Numbers	Feature that is executed after people have successfully been entered	<ol style="list-style-type: none"> 1. Define method 2. Require from files 3. Insert argument 4. Ask players if they are ready > get response 5. Array of numbers 6. Create loop, enters stored player and displays number. 7. Asks if hide ball and pass to next player 8. Delete ball number from array so that it doesn't duplicate to another player 9. Once all players receive ball > 'Good luck' message > ask player if they want to return to main menu to play again 	24/4/2020
Additional	Create Error handling and command line arguments	<ol style="list-style-type: none"> 1. TBA 	25/4/2020
Test plan	Create automated test plan x 2	Create automated test plan to test:	26/4/2020

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		<div>1. All features</div> <div>2. All options within features</div>	