

# SOFTWARE DEVELOPMENT PROJECT TEMPLATE

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Github repo: [https://github.com/scoobis/gb222hq\\_1dv600](https://github.com/scoobis/gb222hq_1dv600)

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## 1. Revision History

[illegible]

## 2. General Information

Project Summary
Project name
Hangman-Project
Project ID
1234321
Key Stakeholders
Me (Gabriel Björlin) and possible Course Management
Executive Summary
<p>This is a software project where I am going to develop a game of hangman. Hangman is a game where you will guess a word by picking one letter at a time. If you are correct it will add to the word.</p> <p>Else a picture will be drawn till you are hanged or got the word correct. This project will be developed with javascript!</p>
Project Manager
Me (Gabriel Björlin)
Main Client
Me (Gabriel Björlin) and possible teachers

### **3. Vision**

This going to be a game of hangman that will be developed with javascript node. The basic functions of hangman needs to be implemented. There should also be some other functions to make the game more interesting, like selecting username and highscore.

The basic idea of Hangman is that the player is going to guess a word by suggesting letter after letter. The player is presented with the number of letters in the word but for every wrong guess, the game is building a part of a man getting hanged. The number of wrongs that the player can have is about eight or ten depending on how many parts are used to hang the man (ground, vertical pole, horizontal pole, head, body, left arm, right arm, left leg and right arm or similar).

The project's first coding tasks should be to make the basic functions, like fetching a random word. Letting the user to pick a word and give the user feedback.

## **4. Project plan**

### **4.1 Introduction**

This is a software project where I am going to develop a hangman game. The user guess a word by picking a letter, and get feedback if that letter is in the word or not.

### **4.2 Justification**

This game will be developed for a course at Inu. It is made in such a way that we are going to learn how software is developed in the real world, sort of. In the real world there is more parameters etc but in order to get a basic ide.

### **4.3 Stakeholders**

It is not super clear who is the stakeholders in this project but I did say that it is me. You can also say it is the course management since we are developing this for them to grade and give feedback.

### **4.4 Resources**

The main resource is me and my computer. It is also time, an ide like VSC and other countless softwares that is needed to run and develop the game.

There is not a lot of resources in this project like money that is important in major software.

### **4.5 Hard- and Software Requirements**

Hardware - computer

SoftWare - (not counting os etc) VSC, chrome or any other browser, maybe photoshop, npm and github.

## 4.6 Overall Project Schedule

The schedule is not very precise yet but this is a rough estimation.

week	Theme	Deadline
4	Intro to course	none
5	Processes	Test theme 1
6	Model	Assignment 1
7	UML	Test theme 2
8	Design	Assignment 2
9	Test plan	Test theme 3
10	Test	Assignment 3
11	Project	Present Git-repo
12	Project	Hand-in project

## 4.7 Scope, Constraints and Assumptions

Part of the project is selecting username. Starting the game. User input by selecting letters. Highscore and some sort of interface.

## 5 Iterations

### 5.1 Iteration 1

In this iteration it is mostly about planning and setup.

- Read all informationen needed: 1h
- Write the documentation for the project and all the planing around it: 4h
- Setup git repo and create necessary files for this project: 2h
- Add some code to the project: 1h

In this iteration it is very little focus on the coding part. This is all about the planning and setup. The coding I did was to make sure it works and add a basic feature.



## 6. Risk Analysis

Since this is a minor project with only one person responsible for the project (me) the risks are fewer than a real life project. In this case there is no people that will get sick and if I get sick I can still work. No money that can be a problem. The biggest risk is to not finish the project within time. So time and planning is the biggest risks.

There is overall very few things to worry about in this case. There is no customers that can change their mind, and the requirements are fixed. Since the project is only during a few weeks there will most likely not be any software changes that can be a problem during projects that takes years.

### 6.1 List of risks

- Computer failure. Pretty low probability. If the impact would be very low if it is backed up, else it can be massive.
- No time. With good planing this should be pretty low probability. In case this happens can mean that I will fail the course.
- Bad planning. This is similar to the above. Can make the project fail and fail the course.
- Problem with connection. Low probability. In case I hand it in the last minute and have problem with connection and therefor can not hand it in in time. Can have a big impact depending on how strict the course management is.
- Problem with required software. Low probability. If a software goes offline that is needed for the project it can have a big impact in case there is no replacement.
- Sickness. Low probability. Since I can work from home I can still work even if I am sick. In case I get so sick I can't even work it might be a problem but that happens very rarely and usually does not last for long.

## 6.2 Strategies

My plan is to use contingency plan. This means that I will take care of the problem if it occurs. However this means that I will not just shoot from the hip. I will plan and manage time to avoid stress and risking running out of time. But planning for all the risks that can occur will take a lot of time and will most likely be wasted time and effort that could have been spent on other more useful stuff.

In case something occurs that was not expected it will probably not be very hard to solve since most things that can occur are not very complicated since they only impact one person.

## 7. Time log

- Writing the document for assign 1: 4h
- Reading all the info that is needed: 1h
- Setting up github and hand in assign 1: 2h
- Coding: 1h