

Project Charter

Guess!

5/18/2023

PROJECT STATEMENT

Word games have been enjoyed by many throughout history, with early examples found in ancient civilizations. Over time, these games have evolved to modern forms such as scrabble, wordle, word hunt, crossword puzzles, etc. continuing to entertain and challenge word game enthusiasts. Guess! is another word guessing game, similar to hangman, the user must simultaneously guess two words. This will be a fun game for bored individuals who like games such as hangman, wordle, and other word guessing games.

CONCISE PROJECT OVERVIEW

The duration of this project will be about 20 days, ending on June 5th. There is no budget or approvals needed, since all the work will be done on free platforms such as GitHub and IntelliJ. Constraints are very minimal, and there are no major risks, as we are just creating a fairly simple game, with a twist.

SCOPE STATEMENT

The game must be playable and include a plethora of words that are commonly used in the English language. Thus, the scope of the database must be edited, so obscure words that are not fun to the player will not show up.

STAKEHOLDERS

The player is the main stakeholder, whose role is to determine the requirements of the game and to be the main user. The satisfaction requirements of the stakeholder is that they should be able to guess the word in a reasonable amount of time and guesses. The game must also be user-friendly and easy to use.

TIMELINE

A Google Excel sheet will be utilized as a time log, and we will discuss privately on the timeline.

BUDGET ESTIMATE(S)

There are no financial costs needed for the project as it is made using the free version of Github. However, classroom computers are required to get collaborative work time, and assistance from the teacher and friends.

RISKS AND CONTINGENCY PLANS

There are a few risks when considering the application of this program. Firstly, the words may not be relevant to the user. This would mean that throughout the guessing of the entire game, the stakeholder would not have any idea on any of the words, weakening their liking towards the game. This can be avoided by surveying clients on what type of interests or themes they would like to play. Secondly, development with two developers can lead to confusion due to varying logic perspectives. Thus, constant and frequent discussion about the progress should be applied.