

Project Charter

Guess!

5/18/2023

PROJECT STATEMENT

Fun game for bored individuals. Guess! is a word guessing game, similar to hangman, the user must simultaneously guess two words.

CONCISE PROJECT OVERVIEW

The duration of this project will be about 20 days, ending on May 31st. There is no budget or approvals needed. Constraints are very minimal, and there are no major risks.

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 that the game is user-friendly and easy to use.

TIMELINE

Gantt chart is used to track progress, uploaded in Git.

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.

RISKS AND CONTINGENCY PLANS

List known and potential risks by estimated probability, with mitigation plans.

- Words may not be relevant to the user

- Can be avoided by surveying clients on what type of interests or themes they would like to play
- Development with two developers can lead to confusion
 - Constant and frequent discussion about the progress should be applied.