Java Game Suite Project Plan

Revision 3

CMSC 495 6382

August 27, 2021

Group Charlie

Sherry Funches, Oyewole Sanusi, Janee’ Jones, Wayne Mack

## **Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 8/27 | Creation of Doc and Outline | Oyewole |
| 2 | 8/28 | System Specification | Oyewole |
| 3 | 8/28 | Software Management | Oyewole |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## **I. Requirement Specifications**

|  |  |
| --- | --- |
| **Requirement Number** | **Description** |
| 1 | This suite will have a minimum of 5 mini games to try out. |
| 2 | Five games that will be in the suite:   1. Maze 2. Sudoku 3. Word search 4. Snake 5. Crossword puzzles |

## **II. System Specification**

**Development Platform**

|  |  |
| --- | --- |
| OS | Windows 10 |
| Processor | Intel Core i5 4.1GHz |
| Development Software | Apache Netbeans 11.3 / Intellij IDEA 2020.2 / Java JDK 9 |
| Memory | 8 GB RAM |
| Storage | At least 4.0 GB of disk space |

**Production Platform**

|  |  |
| --- | --- |
| OS | Windows 7 or better |
| Processor | 1.8 GHz or faster |
| Storage | At least 4.0 GB of disk space |

## **III. Software Management**

Version control will be handled through a repository at GitHub. The link for the project repository is:

<https://github.com/tsanusi/CMSC495-Group-Charlie-Java-Game-Suite>

This repository will hold all documents relating to the project, as well as all versions of the project. It is publicly accessible. Please refer to README in the repository for more information.

## **IV. Project Schedule**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Duration(days)** | **Start Date** | **End Date** | **Personnel** |
| 1. Project Requirements    1. Requirement Specifications    2. System Specification    3. Software Management    4. Project Schedule    5. Group Revision | 7  5  5  5  5  2 | 8/23  8/25  8/25  8/25  8/25  8/28 | 8/29  8/29  8/29  8/29  8/29  8/29 | Oyewole, Sherry, Janee’, Wayne, Jeffrey  Oyewole, Sherry, Janee’, Wayne, Jeffrey  Oyewole, Sherry, Janee’, Wayne, Jeffrey  Oyewole, Sherry, Janee’, Wayne, Jeffrey |
| -Week 3- |  |  |  |  |
| 1. Project Analysis    1. Context Diagram    2. Inner Working Details    3. Group Revision | 7  5  5  2 | 8/30  8/30  8/30  9/4 | 9/5  9/3  9/3  9/5 |  |
| -Week 4- |  |  |  |  |
| 1. Project Design    1. Class Diagram    2. Sequence Diagram    3. Pseudo Code    4. Performance Estimates    5. Group Revision | 7  5  5  5  5  2 | 9/6  9/6  9/6  9/6  9/6  9/11 | 6/15  9/10  9/10  9/10  9/10  9/12 |  |
| -Week 5- |  |  |  |  |
| 1. Project Test Plan & ICD    1. Test Plan    2. Interface Control Document (ICD)    3. Group Revision | 7  5  5  2 | 9/13  9/13  9/13  9/18 | 9/19  9/17  9/17  9/19 |  |
| -Week 6- |  |  |  |  |
| 1. Implementation and Testing (Sprint 1)    1. GUI coding    2. Other Required Classes coding    3. Testing    4. Group Revision | 7  5  5  5  2 | 9/20  9/20  9/20  9/20  9/25 | 9/26  9/24  9/24  9/24  9/26 |  |
| -Week 7- |  |  |  |  |
| 1. Further Implementation and Testing (Sprint Two)    1. Further coding    2. Testing    3. User Guide    4. Group Revision | 7  5  5  5  2 | 9/27  9/27  9/27  9/27  10/2 | 10/3  10/1  10/1  10/1  10/3 |  |
| -Week 8- |  |  | Due Early for Peer Review (Saturday 10/9) |  |
| 1. Final Sprint - Delivery    1. Finishing Touches    2. Update all Documents with any Changes    3. Group Revision | 5  3  3  2 | 10/4  10/4  10/4  10/7 | 10/8  10/6  20/6  10/8 |  |