Java Game Suite Phase 3

Revision 3

CMSC 495 6382

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Group Charlie

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## **Revision History**

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| --- | --- | --- | --- |
| **Revision Number** | **Date** | **Description** | **Name** |
| 1 | 9/22 | Creation of Doc and Outline | Oyewole |
| 2 | 9/23 | Overview and Milestone | Oyewole |
| 3 | 9/23 | Phase 3 created/ Modified | Oyewole |

## **I. Overview**

**1.1 Overview of project**

The Java Game Suite program is a simple GUI-based application that provides entertainment to users by allowing them to play several simple single player computer games. The user will be presented with an interface that indicates the available games: a maze, snakes, Sudoku, word search, and a slider puzzle. The user will be able to select a game from the suite and launch it from that interface.

## **II. Milestones**

* 1. **Milestone**

The following table shows our completed and pending goals. The timeline of certain goals have changed based on changes made to the implementation process.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Projected Date of  Accomplished Goal | Name of the Goal | Was the Goal  Accomplished |
| Phase 1 | 9/13 | Design what the system does and how the different pieces fit together. | Yes |
| 9/20 | Start GUI coding | Yes |
| 9/20 | Start other required classes coding | Yes |
| Phase 2 | 9/26 | Continue GUI and other required classes coding | Yes |
| 9/26 | Finish and share prototypes of working games with group | Yes |
| 9/26 | Start Testing | Yes |
| Phase 3 | 10/1 | Integrate all games and main menu into package | Yes |
| 10/1 | Testing | Yes |
| 10/3 | Revise code and implement additional features | Yes |
| Phase 4 | Final Sprint and Delivery | | |
| 10/6 | Finishing Touches | Pending |
| 10/6 | Update all documents with any changes | Pending |
| 10/8 | Group Revision | Pending |

**Current Status on Phases**

**Phase 3:**