



Terminal Hangman Project Plan

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1 | GENERAL INFORMATION

PROJECT SUMMARY	
Project Name	Terminal Hangman
Project Manager	Viktor Ödman
Main Client	Linnéuniversitetet
Executive Summary	The product is going to be a single player text-based console game. The product is going to be developed by me. The project is going to be spilt up to 4 iterations.

2 | REVISION HISTORY

DATE	VERSION	DESCRIPTION	AUTHOR
01/02/2020 - 18:00	Iteration 1	Added Vision and Vision reflection	Viktor Ödman

3 | VISION

The final product of this project will be a single player text-based console application, based on the traditional paper and pencil game "Hangman" [https://en.wikipedia.org/wiki/Hangman_\(game\)](https://en.wikipedia.org/wiki/Hangman_(game)).

The objective of the game is going to be too guess a word based on a number of underscores, each underscore representing a letter and the letters combined will represent a word.

The players task will be to figure out what word that the underscores represent by guessing a letter. After each guess, if the word consist of the guessed letter, the underscore/underscores that represented that letter will be changed to that letter. If the guessed letter is not included in the word, a part of the building of a man getting hanged begins. Each part of the man represents the number of wrong guesses allowed to guess the word.

There will be a menu when starting the game where the user should be able chose one of two word themes and then start the game. The game is going to randomly pick a word from the chosen list.

The project will be developed by me, using techniques that i've acquired from this course. The game will be developed using techniques that I've acquired from previous courses.

The game will be written in JavaScript using the Node js platform.

3.1 | Vision reflection

When creating the vision I tried to present a simple overview of what the end product should consist of, without going into too much detail. I tried to present the vision by describing what the final product should be, how it should work, how should the user use the product, what will the user see, who is going to develop the project, what techniques will be used and in what programming language will it be written in.

The difficult part of writing the "Vision" was to know what details that should be included and what should be left out.

4 | PROJECT PLAN
