



Terminal Hangman Project Plan

Viktor Ödman
Linnéuniversitet
1 februari 2020

1 GENERAL INFORMATION	3
2 REVISION HISTORY	4
3 VISION	5
3.1 Vision reflection	6
4 PROJECT PLAN	7
4.1 Introduction	7
4.2 Justification	7
4.3 Stakeholders	8
4.4 Resources	8

1 | GENERAL INFORMATION

PROJECT SUMMARY	
Project Name	Terminal Hangman
Project Manager	Viktor Ödman
Main Client	Linnéuniversitetet
Executive Summary	<p>The product is going to be a single player text-based console game.</p> <p>The game is going to be based on the traditional pencil and paper game "Hangman"</p> <p>The product is going to be developed by me.</p> <p>The project is going to be spilt up to 4 iterations.</p>

2 | REVISION HISTORY

DATE	VERSION	DESCRIPTION	AUTHOR
01/02/2020 - 18:00	Iteration 1	Added Vision and Vision reflection	Viktor Ödman
02/02/2020 - 19:05	Iteration 1	Made Changes in the Vision Document	Viktor Ödman
02/02/2020 - 19:11	Iteration 1	Updated Vision reflection	Viktor Ödman
02/02/2020 - 19:30	Iteration 1	Added The project plans introduction.	Viktor Ödman
02/02/2020 - 21:32	Iteration 1	Added Justification, Stakeholders and Resources	Viktor Ödman

3 | VISION

My vision for this project is to be able to plan, design and develop a simple console application based on the traditional paper and pencil game "Hangman".

The game will differ from the traditional game in some ways. Traditionally the game is played by several players, but this game is going to be a single player game. The word is not going to be chosen by the player, but will be generated from a list of words.

Even though the application is limited to the console, and is not going to have a graphical user interface, the application will be easy to understand and easy to use. By using a text-based interface in the console, the user will have an easy time navigating through the start menu and the game.

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.

My hopes with this project is to go from just developing an application with almost no strategy, (as I have done in previous applications in previous courses) to be able to develop an application by seeing it as a project.

3.1 | Vision reflection

When creating the vision I tried to present a simple overview of what is going to be developed without going into too much detail. In the vision I was describing what the final product should be, how it should work, how the user should use the product, what the user will see, who is going to develop the project, why I'm developing the project and what hope to get out of this project. 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

4.1 | Introduction

The application that I'm going to create is a text-based console game that is based on the old pencil and paper game "Hangman" [https://en.wikipedia.org/wiki/Hangman_\(game\)](https://en.wikipedia.org/wiki/Hangman_(game)). Traditionally the game is played by at least two players, where one player comes up with a word and the other player tries to guess the word letter by letter.

In this game the objective is going to be to guess a word based on a number of underscores, each underscore representing a letter and the letters combined will represent a word. This application will be a single player game, where the words are randomly picked from a list.

There will be at least two wordlists, each following a specific theme. The first list will be a list with all the countries in Europe. The second list will be a list of car brands.

There will be a menu when starting the game where the user should be able to choose what list the word should be generated from and then start the game. The game is going to randomly pick a word from the chosen list.

The player's task will be to figure out what word the underscores represent by guessing a letter. After each guess, if the word consists 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.

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

4.2 | Justification

The reason for creating this application is to get experience on how to develop an application from the perspective of a project. To learn how to plan, structure and design the development of an application. So hopefully I've learnt something new after this project is over.

4.3 | Stakeholders

Name	Role
Viktor Ödman	Project Manager / Developer

4.4 | Resources

The available resources for this project is:

- About 20 hours a week in case of time available for this project.
 - Knowledge gained from this course.
 - Software Engineering - TENTH EDITION by Ian Sommerville (Book)
-