



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	<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
03/02/2020 - 11:00	Iteration 1	Added Hard and Software Requirements. Also added Overall project schedule.	Viktor Ödman
03/02/2020 - 14:40	Iteration 1	Added Scope, Constraints and Assumptions	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 too 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 chose 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 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.

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)

4.5 | Hard and Software Requirements

For development the hard and software used was:

- My computer.
- A keyboard and mouse
- The latest version of Node.js.
- Visual studio code.
- A bash terminal.

Hard and Software requirements for running this application:

- The latest version of node
 - Any pc that can run node applications.
 - A keyboard
 - A terminal/console
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4.6 | Overall Project Schedule

The schedule for this project will be based on the different deadlines for this course. The deadlines for this course is split in to 4 iterations spanning over 9 weeks. The different iterations are:

Iterations	Weeks	Theme
Iteration 1	4-5	Process and Planning
Iteration 2	6-8	Modeling and Software Design
Iteration 3	9-10	Software Testing
Iteration 4	11-12	Final iteration

4.7 | Scope, Constraints and Assumptions

This application will be a single player game based on the traditional pencil and paper game hangman. The game will only be played in a console/console environment, and will not have any graphical user interface. Here are some Requirements, Constraints and Assumptions.

4.7.1 | Requirements

Functional requirements

- When starting the application the user shall be greeted with a start menu.
 - One menu item shall lead to a description on how to play the game.
 - The words shall be randomly picked from at least two lists.
 - Every wordlist shall follow a theme.
 - The user shall be able to choose what list the word should be picked from.
 - The letters of the word shall be displayed as underscores.
 - The maximum number of wrong guesses before the player loses the game shall be 8.
 - The parts of the man getting hanged shall be represented by the maximum of wrong guesses.
 - When the guessed letter is correct, the underscores that represent that letter shall be changed to that letter.
 - When the guessed letter is incorrect, a new part to man getting hanged shall be added.
 - If the user is able to guess the full word, the game shall present that the user has won.
 - If all the parts of the man getting hanged is added, the game shall present that the user has lost.
 - The user should be able to play only using the keyboard.
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Non-functional requirements

- The code should follow the code and JSDoc conventions of <https://www.npmjs.com/package/@lnu/eslint-config>.
- There should be a describing README file on how to install the application and how to start the application.
- While being in the game directory, the user should be able to install the game and its dependencies by running "npm install" in the console/terminal.
- While being in the game directory, the user should be able to start the game by running "npm start" in the console/terminal.

4.7.2 | Constraints

- The game will be a text-based console application and will not have any graphical user interface.
- The application will be written in javascript using the node.js platform.
- The time for developing this application will be limited to the timeframe of this course.
- Limited knowledge and experience in project planning.

4.7.3 | Assumptions

- That I will be able to allocate at least 20 hours a week for this project.
 - That node and the npm dependencies that I use will still work when the assignment is done.
 - That the second course that I'm attending, will not interfere with this project.
 - That the limited knowledge that I have in project planning will be enough to finish this project.
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5 | ITERATIONS
