Scope Statement (Version 01)

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| **Project Title:** Board Game Development  **Date:** 05/23/2020 **Prepared by:** Vineetha Yenugula |
| **Project Justification:**  This project is about creating a board game application where it can be able to use in all devices like mobiles, computers, laptops etc. In this project we will develop an application where it can be accessible in all operating systems. By this application every user can play board game at anytime anywhere in their own devices or gadgets. |
| **Product Characteristics and Requirements:**   * The Application should have a login page which takes persons email id and application Password. On Successful login users should be navigated to the game Homepage. * On the home page there will be a list of all the menu for game type like easy, medium and hard, levels and navigations like play, pause exit and sound to the application. * Upon selecting one of the type from the list, the game type associated with the selected game will be displayed and levels get updated by the user’s performance. * If user wants to change his game type from easy to medium or medium to hard and vice versa that can be done in the same home page. * User can choose notifications in which they will receive notification about game updates when it gets updated. * The site contains a contact us page where user can reach out directly and get help from the resources regarding any issues in the game. * The application should have a logout button for an easy exit from that username. On clicking the logout button user should be logged out from the application and redirected to login page. |
| **Product User Acceptance Criteria:**  A set of expected behavior/functionality should be known up, down, front, back.  The Message of the day (MOTD) window may only take half the screen. It’s only shown the first time someone starts the game during a calendar day.  The product is supposed to meet all the functionalities with simple User Interface. The team is aiming to deliver the product on time without any delays  **Summary of Project Deliverables**  **Project management-related deliverables:** Business case, charter, team contract, scope statement, WBS, schedule, cost baseline, status reports, final project presentation, final project report, lessons-learned report, and any other documents required to manage the project.  **Product-related deliverables:** A working game application within the requirements. |

**WBS:**

