# **Hangman Project Plan by *The Hangboys***

# Submitted to**:**

# Project Manager**:**

Date: April 28th, {200x}

Project Overview {What is the purpose and nature of the project.}

Single player hangman game that randomly selects a word from a dictionary file.

Project Team {Describe the team members and the roles and responsibilities they will have.}

Pratik Gongloor – Principal Imaginer and Chief Creative Guru

Alex Xu - Chief Computer Science Major

Brian Jeong - Chief Executive General Vice Secretary Treasurer Public Relations Coordinator of Defense

Challenges {What do you foresee as potential problems that may affect your project?}

The internal game code may be relatively straightforward, but the GUI process will be harder. Our program has a lot of interlocking visual parts, and none of us are particularly familiar with GUI programming in Java, so the GUI will be the bulk of the challenge.

# Major Tasks and Schedule{Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Slot class | 5/1 | Brian |
| Series of hangman images | 5/1 | Pratik (PI and CCG) |
| Animations and flair | 5/4 | Pratik |
| Man Class | 5/4 | Alex |
| Type class | 5/10 | Brian |
| GUI | 5/10 | Alex |
| MissingWords | 5/1 | Alex |
| JUnit Testing | 5/17 | Alex, Brian, Pratik |