Assignment 1

The main goal of this assignment is to design a system that implements a simple text-based game. The game should allow the user to choose between different options, and the game should have a clear winner or loser. The game should be saved and loaded at any point.

1. Requirement Gathering:
   a. Identify the user requirements and create a list of features that the game should have.
   b. Create a user interface that is easy to use and visually appealing.

2. Design:
   a. Create a detailed design document that includes the system architecture and implementation plan.
   b. Create wireframes and mockups for the user interface.

3. Implementation:
   a. Implement the game logic according to the design document.
   b. Implement the user interface according to the wireframes and mockups.

4. Testing:
   a. Write test cases to ensure that the game works as expected.
   b. Run the tests and fix any bugs.

5. Deployment:
   a. Deploy the game to a testing server.
   b. Test the game on the server to ensure that it works as expected.

6. Documentation:
   a. Write documentation for the game, including the user manual and the developer manual.
   b. Create a demo video that shows how the game works.

7. Review:
   a. Review the game with the project manager and make any necessary changes.
   b. Submit the final version of the game to the project manager.

Delivery:

- All artifacts and deliverables should be submitted electronically through the project management tool.
- The final version of the game should be deployed to a public server for testing.
- Documentation should be submitted in PDF format.
- All changes and feedback should be documented in the project management tool.

Grading:

- The assignment will be graded based on the completeness and accuracy of the deliverables.
- The grading criteria will be discussed in class.

References:

- Any references used in the project should be cited appropriately.
- The project should adhere to the company's coding standards.

Notes:

- The project deadline is two weeks from now.
- Any questions or concerns should be discussed with the project manager.
- The project should be completed in a professional and ethical manner.