Rough Design Overview & Product Plan
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Assignment:

Produce a typewritten design overview and product plan document for the Novasoft Game Laboratories (NGL) new game playing and development software.

Due: Thursday, January 22, 2004

Description:

Rough. The rough design overview and product plan is just that, rough. This is not meant to be a beautiful, complete or exhaustive document. Rather this is the starting point for the development of our new product.

Style. Write this document as if the development of this product is currently underway. Treat this as a selling tool that we can take to funding agencies who will look this over and give us tons of money for us to develop our research tool that will ultimately save the world!

Difficult. This is the most difficult part of the design process. A famous author, Truman Capote, once said to a critic, when confronted with a very bad review of his latest book, “Where were you when the page was blank?” Creating something where nothing now exists will be one of the biggest challenges of the semester.

Length. The exact length of this document is not important. Providing a good road map to follow is the goal, in terms of what the product is and how we can create it. When asked by a young and very short girl, “What is the right length for legs to be?”, Abe Lincoln replied, “Long enough to reach the ground.”

Your document should contain the following:

- **Document title**
- **Identifying info** - Your name, the date, and the course number and section
- **Description of the product** - describe it as if it exists, telling of the features, what it does, what it looks like, etc. Provide enough information so that somebody who knows nothing about it could get the idea of what it is you are talking about.
- **List of features** - provide a more detailed list of the features that our finished product will have, as you envision it. What would YOU like to see in our product?
• **Diagrams** - OPTIONAL - If you find that some portion of your design and plan can be best described using one or more diagrams, feel free to include them. It is best if these are produced using some software drawing tool, but it is also acceptable to included hand-drawn diagrams.

• **References** - If you come across pre-existing source code, examples, demos, software, web sites about image processing, Java classes, etc. that we can use in the development of our product, list them and give a brief description.

• **Timeline of product landmarks** - Map out a bunch of deadlines for us to accomplish the goal of producing a finished version (Version 1.0) by April 29, 2004. Use what you know from past experience writing software for other courses, and what you can glean from the text about what is involved in this process. We will be on a tight schedule compared to what the “professional” developers working in the “real world” will be on... but they are all soft and lazy. On the other had, we are software commandos, capable of kicking some major software rear-end! (Or at least we’ll give it our best shot!). Landmarks to include dates for are:
  o organization of teams
  o specification of requirements
  o prototypes for various parts (GUI, menu, image reading/writing, image processing filters, etc.)
  o integration of all of the components together
  o testing
  o revising software and/or specification based on testing results, new ideas, etc.
  o meetings
  o selecting a product name
  o figuring out any legal issues
  o developing our product web site
  o developing a web site for Novasoft Game Laboratories
  o releasing Version 1.0 to the world
  o planning for Version 2.0 (any new features?)