

Drawing Program For Kid's Education

OSP Stage 1000 – Plan & Elaboration

Team 1

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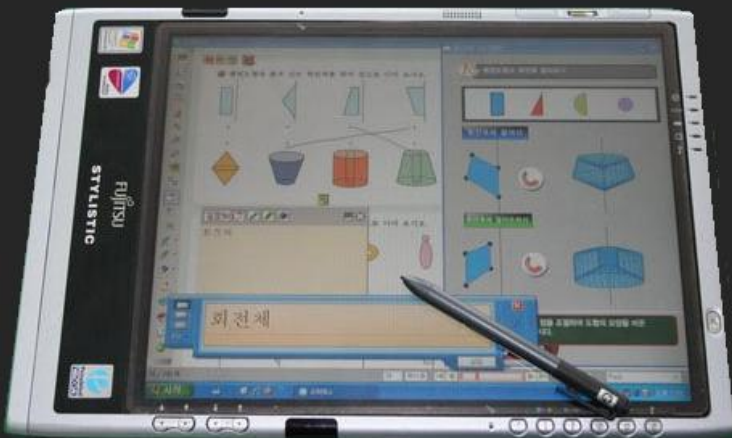
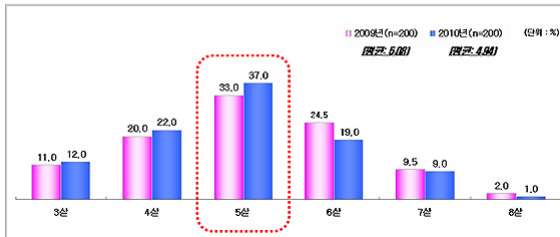
1.

Motivation

1. Motivation

게임을 처음 접하는 나이 평균 `4.94세`

게임메카 강민우 기자 | 입력 2011-01-18 13:39:05



어린이 학습용
그림판을 개발하자!

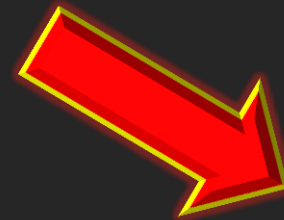
2.

Project Objectives

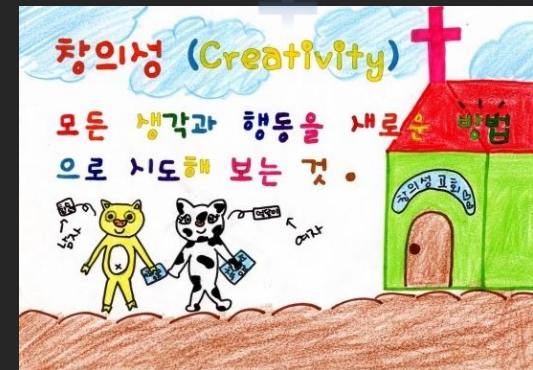
2. Project Objectives



Fun & Interesting



Profit



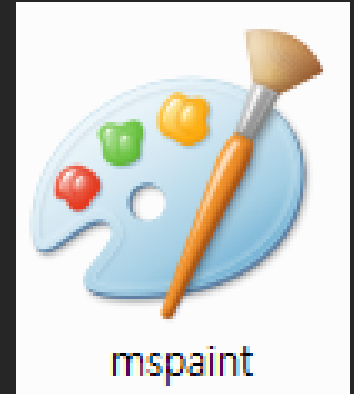
Creativity

3.

Alternative Solution

3. Alternative Solution

다른 회사의 제품을 구매한다



OR

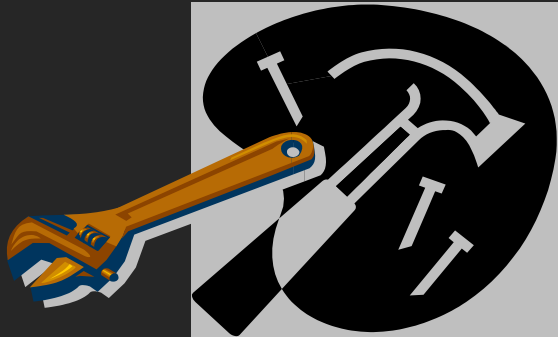
외부업체에 Outsourcing한다



4.

Project Justification

4. Project Justification



Hard to Maintain!!



VS

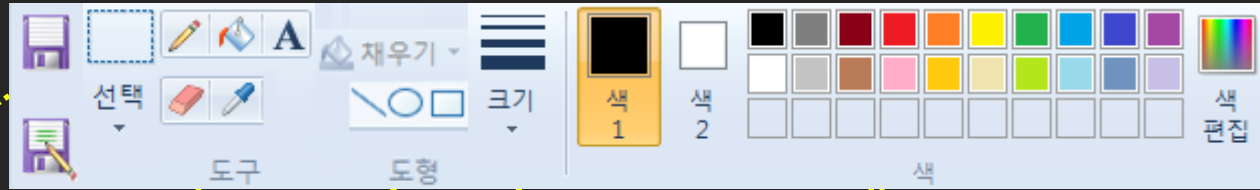


Expensive Cost!!

5. Requirements

5.

Functional Requirement



저장하기
불러오기

범위 선택하기
연필 그리기
색 채우기
텍스트 상자
지우개
색 골라내기

도형 색 채우기
선 그리기
원 그리기
사각형 그리기

색 선택
도구의 굵기 선택

기본적인 그리기 기능

5. Functional Requirement



+

순위	점수
1.	99
2.	80
3.	74
...	...

색칠 공부 게임

5.

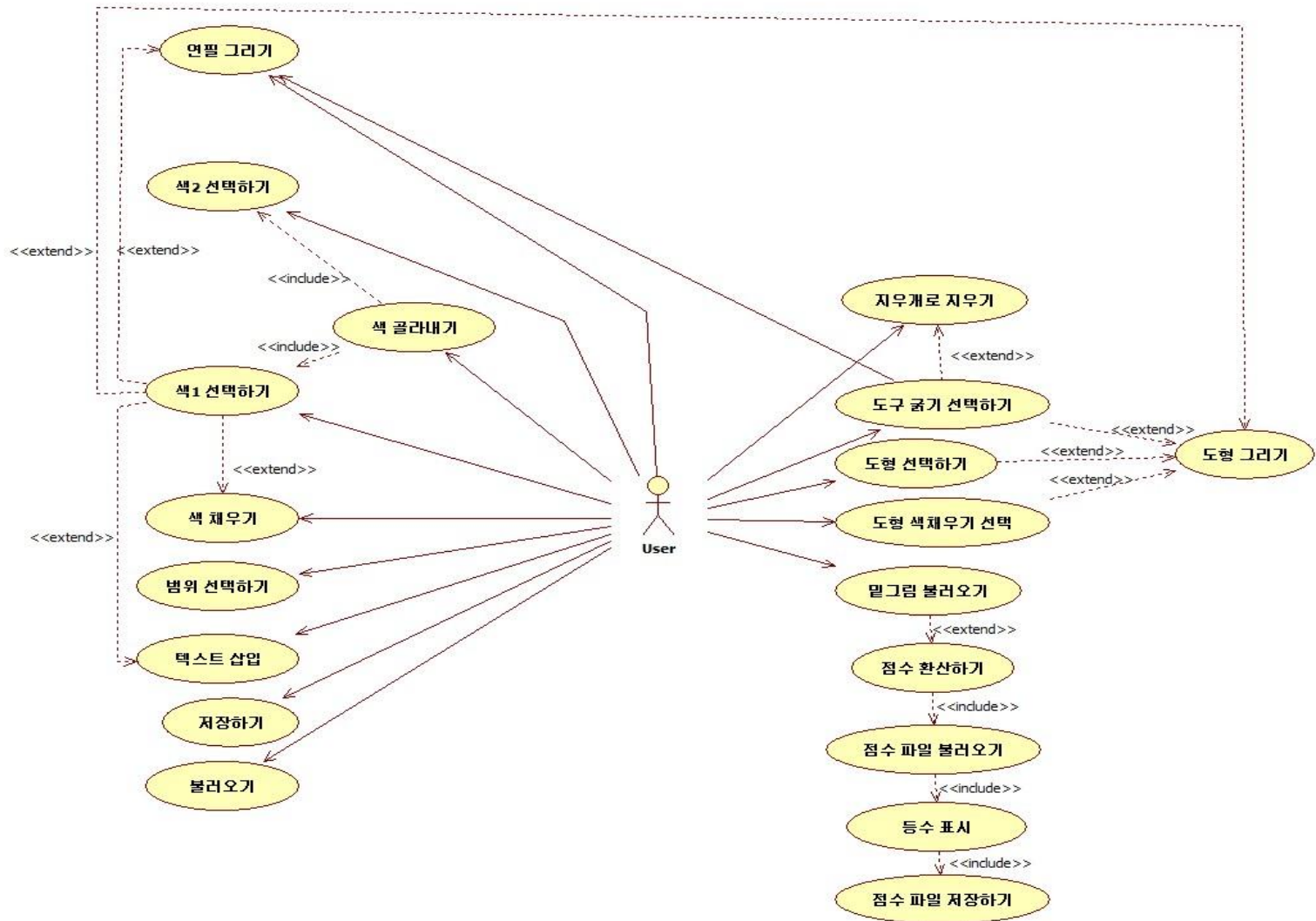
Non-Functional Requirement



아이들의 눈높이에
맞아야 한다

6. Use Cases

6. Use-Case Diagram



7. Risk Analysis

7.

Risk List

Risk	Probability	Significance	Weight
First adoption of OSP	4	4	16
Lack of OO experience	3	4	12
Problem of requirements change	2	5	10
Lack of Java	3	2	6
Team communication	3	1	3
Lack of UML tool skill	3	1	3
Emergency	1	5	5

7.

Risk Reduction Plan

- **First adoption of OSP(16)**
 - 예제들과 이전에 진행되었던 프로젝트들을 참고하여 최대한 OSP과정을 잘 이해할 수 있도록 노력한다.
- **Lack of OO Project Experience(12)**
 - 이전에 배웠던 내용을 복습하고, 책을 참고한다
- **Problem of requirements change(10)**
 - 처음부터 잘 Plan하여 쉽게 바뀌는 일이 없도록 한다
- **Lack of Java(6)**
 - 미리 Java언어를 사용하여 연습해봄으로써 실력을 향상시킨다
- **Lack of UML tool skill(3)**
 - 사용법이 간단하니, Manual을 보고 사용법을 잘 익히도록 한다
- **Team Communication(3)**
 - 자신의 주장만 내세우지 않고 서로 존중하고 배려하여 잘 타협한다
- **Emergency(5)**
 - 꾸준히 운동하여 건강관리를 잘하고, 여자친구에게 무조건 내가 잘못했다고 한다



8.

Project Plan

8. Resource



3-3 M/m

각자의 능력을 최대한 발휘하여,
3개월 간 프로젝트를 성실히 수행한다



13Weeks

3번의 Cycle을 포함한다



Computer

Windows 7 or 8(64bit)
1GB RAM 이상

8.

Scheduling

Stage	Phase / Activity	Schedule(Week)												
		1	2	3	4	5	6	7	8	9	10	11	12	13
1000. Plan & Elaborate	1001. Define Draft Plan	█												
	1002. Create Preliminary Investigation Report	█												
	1003. Define Requirements	█	█											
	1004. Record Terms in Glossary		█											
	1006. Define Use Cases		█	█										
	1007. Define Draft Conceptual Model			█	█									
	1008. Define Draft System Architecture				█									
	1009. Refine Plan			█										
	2010. Revise Plan													
2n00. Build	2020. Synchronize Artifacts													
	2n30. Analyze													
	2n31. Define Essential Use Case			█	█						█		█	
	2n32. Refine Use Case Diagrams			█	█					█		█		
	2n33. Refine Conceptual Model			█	█					█		█		
	2n34. Refine Glossary				█					█		█		
	2n35. Define System Sequence Diagrams				█	█				█		█		
	2n36. Define Operation Contracts				█					█		█		
	2n37. Define State Diagrams				█	█				█		█		
	2n40. Design													
	2n41. Define Real Use Cases					█	█				█		█	
	2n42. Define Reports, UI and Storyboards					█					█		█	
	2n43. Refine System Architecture					█	█				█		█	
	2n44. Define Interaction Diagrams					█	█				█		█	
	2n45. Define Design Class Diagrams					█	█				█		█	
	2n50. Construct													
	2n51. Implement Class & Interface Definition							█	█			█		█
	2n52. Implement Methods							█	█	█		█		█
	2n53. Implement Windows							█	█	█	█	█		█
	2n54. Implement Reports								█	█	█	█		█
2n56. Write Test Code								█	█	█	█		█	
2n60. Test														
2n61. Unit Testing									█	█	█		█	



THANK YOU ^^