**PROJECT PICCLE** – *TQ, Samuel, Howard*

DESCRIPTION: Our project is a guessing game that first gives a fraction of an image to the user and allows them to give guesses of a word the image represents. For each wrong answer, they are given another part of the image. If the image is fully revealed before the user can guess the word, the game is over, and they lose.

TARGET USER/CUSTOMER & PURPOSE: Children under 10 or easily amused adults. Helps children develop their brainstorming and strategy skills to determine what the picture represents. Amusing for the easily amused.

MAJOR CLASSES:

**Guess object –** calculates guesses

**PictureArray Object –** array list containing list of pictures for guesses

**Piccle Class** – main class

**Text file with all image names –** words for guesses

PROJECT PLAN:

May 20th – Finish final code for guessing game

May 27th – Implement interface

POTENTIAL DIFFICULTIES: Randomizing images

IMPLEMENTATION: Java and maybe an interface