CSCE 1030 Project 2  
 Directions and sequence of steps

Step 1: Naming process

1. For the naming process, we want to start by asking for the name of the user.
2. Then we will check and verify that the name only contains letters and spaces.
3. Once the name check is complete, there will be a check and autocorrect to uppercase first letters and lowercase all following letters
4. If the user enters and invalid input, such as a digit or a symbol, the program will ask them again for the name prefacing the requirements.

Step 2: The backbone

1. For the backbone we want to make sure that the user can continue to play repeatedly until the user asks to exit the game.
2. We will want to have 2 unknown numbers that will appear as “-1”. When option 1 is pressed, we will reveal the first number. If option 2 is pressed afterwards it will check if the first number is revealed and if it is, it will not show the second number. This will also work in reverse if option 2 is pressed first.
3. For the guess, the user will try to figure out a number between 100 and 300. However, the bounds will be based on the randomization of the bound values. If the user is within the range, then the user gets points for this.
4. If the user uses hints, they will be penalized and rewarded less than if they guessed without.
5. For the randomization, we want to make sure to shuffle the numbers again. Any visible numbers will be hidden again. We also want to make sure that the points rewarded are the same as normal since there are no hints.
6. For the exit function, we want to let the user leave and give them their total points at the end.
7. If the user guesses correctly, all numbers in the corresponding column and row of the location of the right guess will be eliminated. (Changed to a value of zero)
8. The goal is to turn all values to zero before you run out of points.
9. If the user reaches zero points, then the user will be automatically kicked out of the program and game over will appear.

Step 3: The game interface.

1. We will want a screen that will show the two numbers that will operate as an upper and lower bound, or the range.
2. We will want to make an invisible array with hidden numbers that the user is attempting to guess.
3. We will want to make a visible array that will show the eliminated numbers and their locations in the array.
4. We will want to show the user a selections menu they will use to navigate the game.
5. We can use borders to increase readability of the screen.
6. We will communicate with the user by notifying them if something was right, wrong, or invalid.
7. We will limit only numbers as valid entry into our menu.