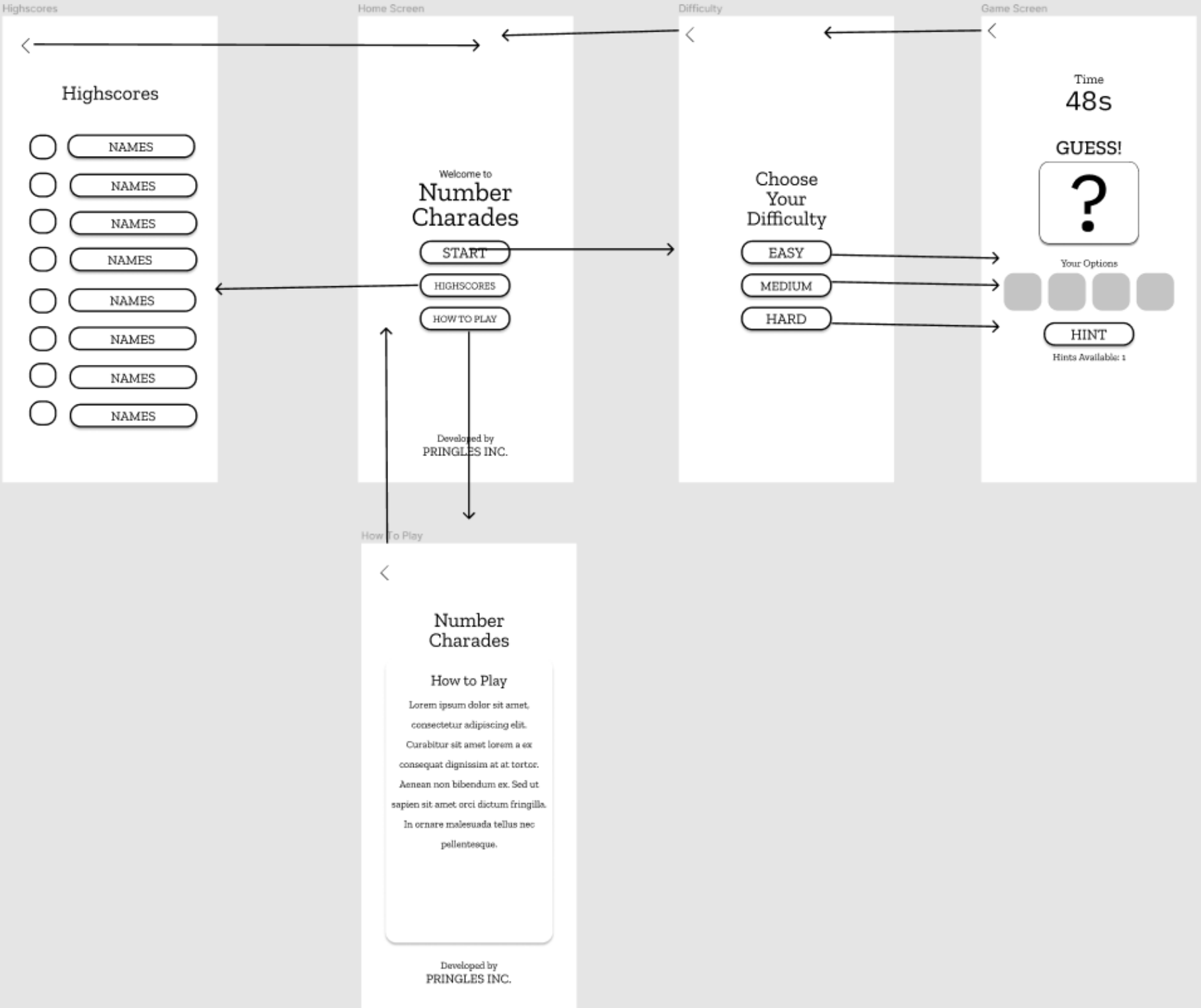
Highscores
Highscores
NAMES
NAMES
NAMES
NAMES
NAMES
NAMES
NAMES
NAMES
Home Screen
Welcome to
Number Charades
START
HIGHSCORES
HOW TO PLAY
Developed by
PRINGLES INC.
Difficulty
Choose Your Difficulty
EASY
MEDIUM
HARD
Game Screen
Time
48s
GUESS!
?
Your Options
HINT
Hints Available: 1
How To Play
Number Charades
How to Play
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur sit amet lorem a ex consequat dignissim at at tortor. Aenean non bibendum ex. Sed ut sapien sit amet orci dictum fringilla. In ornare malesuada tellus nec pellentesque.
Developed by
PRINGLES INC.

Number Charades's
High Level Design Of Classes

MainActivity

Instances:
- **StartGameButton**: Button
- **HighScoreButton**: Button
- **HowToPlayButton**: Button

Methods:
+ openStartGame()
↳This method accesses the StartGame class through the StartGame Button.

+ openHighScore()
↳This method accesses the HighScore class through the HighScore Button.

+ openHowToPlayButton()
↳This method accesses the HowToPlay class through the HowToPlay button.

StartGame

Instances:
- **StartGameButtonEasy**: Button
- **StartGameButtonMedium**: Button
- **StartGameButtonHard**: Button

Methods:
+ openPlayArea(int difficultyNum)
↳This method accesses the PlayArea class, taking an integer parameter for the difficulty option depending on button.

HighScore

This class displays the high score of the user and also has an MAIN MENU button to return to the main menu.

HowToPlay

This class displays the rules of the game and also has an MAIN MENU button to return to the main menu.

PlayArea

Instances:

- **count <- 59**: Integer
- **count2 <- 5**: Integer
- **count3 <- 5**: Integer
- **score <- 0**: Integer
- **correctValue <- 1**: Integer
- **amtHints <- 3**: Integer
- **diffSet <- 0**: Integer
- **buttonValueList <- 0**: Empty Integer ArrayList
- **countdown:** TextView
- **guess:** TextView
- **increment:** TextView
- **correctIncorrect:** TextView
- **availableHints:** TextView
- **hintDisplay:** TextView
- **playAreaButton1**: Button
- **playAreaButton2**: Button
- **playAreaButton3**: Button
- **playAreaButton4**: Button
- **playAreaButton5**: Button
- **playAreaButton6**: Button
- **hintMenuButton**: Button

Methods:
+ generate()
↳This method generates a certain amount of random integers depending on the player's chosen difficulty. Generates integer values between -100 and 100 and assigns those values to the buttons.

+ checker(int buttonValue)
↳This method checks if the user's input is correct and will either update points if the user guesses correctly, remove points if the user guesses incorrectly, and call the gameOver method if the user loses all points.

+ hintOrMenu()
↳This method displays a hint (depending on whether the user has enough, or used up all their hints) and will also display a EXIT button to return to the main menu.

+ gameOver()
↳This method displays the end screen along with the user's stats for this game.

Technologies/Tools

Android Studio for the app implementation

Figma for the UI/UX designs