

3 | Vision

The vision to this project is to develop a traditional hang man game of either one player or multiple players. A hang man game consists of a user/player guessing letters within a hidden word, until the word is completed. The game should have different features as words focused on one theme depending on the user's desire and leaderboards for the different players. A traditional hang man game includes graphics in which every time the user misses a letter a figure of the hangman appears. Slowly adding each "human" part or limb usually taking 6 chances before the whole human figure is completed and the man is "hanged". Meaning the end of the game and meaning that the user, or users have lost the game. With extra features like showing what is the actual word being guessed, in the case of losing the game. Developing the game should give a clear view to the individuals involved in the production of the game on how the user should feel and experience the game.

Reflection:

Creating the vision document in this section of the project report has shown me that I should maybe cut down in future ideas I had on the developing of the game and focus more in the features I mention above in the vision. Focusing possibly in the development of a better-looking program or game. For example, interesting graphics that make the game more enjoyable and fun to play. Focusing of course in the production of the game more than anything else in order so the game has minimum flaws or so called "lags" as well.

4 | Project Plan

1. Coming up with basic skeleton code for the game.
2. Trial and error.
3. Main user features specification.
4. Feature completion.
5. Game completion.

Reflection:

Reflections on creating this project plan has clearly helped me aim and identify the single details and steps of this project. Going from simple user steps in which the user has to guess a single letter at first and keep checking different letters in 6 chances before the man is hanged. In such order:

- User chooses theme words.
- User chooses a letter to start the guessing.
- If the letter doesn't fit in the word, the hangman figure starts building.
- From head to legs. Head, body, arms (2), legs (2).
- If the user manages to guess all the letters in the word a message will appear showing that the user has won the game.
- If the user doesn't manage to finish the game before six tries, the game should show what is the hidden word.

4.1 Introduction

-The project is a simple and traditional hangman game. Implemented in a text based fashion with java code language.

4.2 Justification

-First of all most it is a fund and productive way of developing a game in java language.

4.3 Stakeholders

-Me and myself and I.

4.4 Resources

-Java language using Eclipse Integrated Development Environment (IDE). Research done in internet navigation.

4.5 Hard- and Software Requirements

-Java language and runned by Eclipse.

4.6 Overall Project Schedule

Deadlines:

Assignment 1st = week 6

Assignment 2nd = week 8

Assignment 3rd = week 10

Assignment 4th = week 12

4.7 Scope, Constraints and Assumptions

N/A.