CIS 227 Assignment 6

Assignment Details

Modify Assignment to include Map and/or Multimap

Create a log file of actions take within the program

Provide an option for the user to enter their player name and use it in player output

Add a point system for your hangman game. Points per letter, points for a win.

Create a High Score list and output on demand

Limit the number of attempts to guess the word.

Provide additional feedback to the user, guessed incorrect letters, You win or you lose message

Give the user a “hint” upon request

Team Roles

Lead Programmer – Caleb M

UX/UI Programmer – Caleb B

Functional Programmer - Amanuel

Program – 70

UX/UI – 35

Function - 35

Documentation – 30

Total Possible Points – 100

**Version 2.0.0**

| REVISION HISTORY | | | |
| --- | --- | --- | --- |
| DATE | VERSION | DESCRIPTION | AUTHOR |
| 1/31/2021 | 1.0.0 | Original program for array printer | Group 3 |
| 2/8/2021 | 1.1.0 | Added utility for reading from text file | Group 3 |
| 3/8/2021 | 2.0.0 | Converted to guessing game with feedback/score | Group 3 |
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# INTRODUCTION

## PURPOSE

Identify and describe scope of product whose technical specifications are being documented and describe desired outcome.

1. Log user identity
2. Get word from array or text file
3. Create game around guessing the identity of the word
4. Log identity and scores to be called on by the user
5. Output a log file for incidents of note

## DOCUMENT CONVENTIONS

Describe any naming or structural conventions employed throughout document and how they benefit reader.

* Consistent use of camelCase for variable naming conventions
* Assignment 2 class handles rules for user input and managing string population
* GameHandler class handles the progress of the game and its rules
* Point system governed by correct/incorrect guesses and usage of hints

## REFERENCES

List any referenced document names or links.

# DESCRIPTION

## FEATURES

List main features with brief description.

1. Menu – Ask user for input to select option after initials are input
2. Array/Text list - User will input a number (specified within the program) to output a word from the array
3. Word guessing game – A hidden word is generated using several asterisks to match the length of the word.
4. Point System – Correct choices reward points, incorrect choices deduct points. Invoking the hint option deducts points.
5. High Scores – High scores and their corresponding initials will be output on command
6. Log File – A file is populated with time, user initials, date, and menu choice whenever a choice is made.

## USER OVERVIEW

Define groups and describe user characteristics.

## ASSUMPTIONS / DEPENDENCIES

Detail all assumed factors (not known facts) that could potentially impact technical specifications set forth. Include external factors.

* The user will input a numerical value for main menu
* The user will input a numerical value for the array/text file choices

# SYSTEM FEATURES

## SYSTEM FEATURE 1

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Display a string of hidden characters of “n” length corresponding to the word taken from the array |
| **STIMULUS / RESPONSE SEQUENCES** | Inputs must be obtained from the user |
| **FUNCTIONAL REQUIREMENTS** | Accept value 1-12 and print corresponding word from array as a string of hidden characters  assign.hide(true, wordChoice); |

## SYSTEM FEATURE 2

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Reset initials for new player |
| **STIMULUS / RESPONSE SEQUENCES** | Inputs must be obtained from the user |
| **FUNCTIONAL REQUIREMENTS** | initials = initials.substr(0, 3);  gamer.setInitials(initials); |

## SYSTEM FEATURE 3

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Output high score list |
| **STIMULUS / RESPONSE SEQUENCES** | Inputs must be obtained from the user at main menu |
| **FUNCTIONAL REQUIREMENTS** | Read from score file  gamer.readScoreFile(); |

## SYSTEM FEATURE 4

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Write to log file for later review |
| **STIMULUS / RESPONSE SEQUENCES** | Log file is populated after every selection made on main menu |
| **FUNCTIONAL REQUIREMENTS** | gamer.logData(initials, menuChoice); |

# REQUIREMENTS OF EXTERNAL INTERFACE

## USER INTERFACES

Describe product / user interface characteristics, including standards, style guides, constraints, functionality, and sample screens if applicable.

# APPENDICES

## APPENDIX A: GLOSSARY OF TERMS

Define all terms and unique acronyms employed throughout document and specific to project.

## APPENDIX B: ANALYSIS DOCUMENTATION

List file / document names / provided links to all diagrams, models, additional findings pertinent to technical specification development.

## APPENDIX C: ISSUES

List all unresolved issues, TBDs, pending decisions, findings required, conflicts, etc.

| ISSUES | | |
| --- | --- | --- |
| ID | DESCRIPTION | PARTY RESPONSIBLE |
| 01 | Character entered on the menu screen will cause an infinite loop. | N/A |
| 02 | Current implementation of comparing guess to word throws error C2677 | CB |
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