

Connor McStay

SD1

Juan Arias

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Check point

Abstract : So far the work has been slow, at the moment the skeleton of the beining game and GUI is in its infancy with just the opening words and flow of the game being created. The game first prompts the user to see if the user would like to initiate the sequence of events in order to play the game or not. If the answer is no then the user is told that the game has ended and the program terminates.

Introduction: The motivation for the game is the deadline mostly and also that I personally will gain from a job well done, in both grade and self esteem... but mostly grade hopefully. In my final write up I plan to have many sections as well as struggles while completing this task; which I am sure there will be many, a new feature I have incorporated is that the game will only be featuring one word that anyone many go into the program and change in order to have a more interactive game

System description: The system is a game of hangman that the user will interact with step by step through prompts that will lead the user through different parts of the code depending how they answer the prompts.

Hangman
<pre> Import scanner Var guesses Var Position 1 - position X Var X Var Y </pre>
<pre> +Static Void String Guess [(Word)] System.out.println If (input.nextint ==1){ System.out.println System.out.println("the word is" + X + "amount of letters") Input.nextchar == Y }Else{ System.out.println} </pre>

Requirements: The problems this game is addressing that the growing problem of entertainment, many people like to be entertained and sometimes nowadays more people have a laptop or a smartphone of them more readily available than a piece of paper and a pencil or pen and I aim to help the community who is lacking in these basic items be entertained by the game of hangman.

Literary survey: Other work that has addressed this is the video game industry and other computer games. However, I feel like people will like this game of hangman for its simple ways and its more robust feel than normal hangman game that have more complex GUI's some people like myself prefer the feeling of a programming environment game.

User manual: The system should be used as it prompts the user, The user should be able to follow simple instructions in order to complete the game successfully.

Conclusion: The goals accomplished by the system so far is that it is able to route the user into the game or to route the user to the end of the game if the user chooses not to play the game

References: java textbook, wikipedia (help with what certain functions do)