Speller Game data dictionary

Objects:

* obj\_Border - None
* obj\_btnPlay - None
* obj\_btnHelp - None
* obj\_btnQuit - None
* obj\_btnPlayAgain - None
* obj\_character – horizSpeed.
* obj\_letterBox – vertSpeed, myLetter, myNumber.
* obj\_winScreen – wordToSpell.
* obj\_loseScreen – wordToSpell.

|  |  |  |  |
| --- | --- | --- | --- |
| Data | Type | Validation | Purpose |
| horizSpeed | Int | TBD | Determines the horizontal movement speed of the character. |
| vertSpeed | Int | TBD | Determines the vertical speed of the letterbox objects. |
| myLetter | String | A-Z | Holds the letter the object is given. |
| myNumber | Int | TBD | Holds he position in the number the letter equates to. |
| wordToSpell | String | TBD | Holds the final word the player must spell. |
| playerLives | Int | 0-3 | How many lives the player currently has. |
| currentLetters | Int | TBD | Keeps track using myNumber of what letters the character has collected. |
| playerWin | Boolean | TBD | Determines whether the player has won or not and displays the correct screen depending on the outcome. |