**Part B: Documentation (50%)**

Documentation supporting your software development journey must be created using Microsoft Word and include the following sections:

|  |  |
| --- | --- |
| Section | Description |
| Planning | Task Definition |
| Structure charts |
| Flow chart |
| Data Dictionary |
| Implementation | Link to your GitHub repository containing source code |
| Testing | Test table |
| Evaluation | Project reflection |

**Software Engineering Year 11: Programming Documentation**

**Project Documentation: ‘Connections.py’**

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## Task Definition

I have been assigned the task of developing ‘connections.py’, a word puzzle driven python application for the 2023 game of connections, ensuring a functional and fun game play that reflects the game's challenging nature. I aim to execute a will programmed, bug-free application that is user-friendly and more importantly engaging to the user.

The functional requirements I will need to implement include:

* Randomly select 4 categories and in each of those categories it will select there 4 words.
* Display those 12 words in a 4x4 words grid.
* There will be 4 lives.
* For every wrong guess the live will deplete by 1 and for every right answer it will display how many live you have left and congratulate you for guessing all the words correctly with their categories.
* If all your live are less, then 1 so 0 it will display game over.
* Have a restart game function.

**Structure Chart**

This is the approach that I used throughout the development of ‘Connections.py’, this structure chart decomposes the game logic into a mainline and the individual functions within and help visualise the data/parameters that will be passed around.

The following structure chart maps out the functions within my program, a simple run down is here:A diagram of a diagram

Description automatically generated

*This diagram was generated using* draw.io.

**Connections** will be the top-level mainline that starts the game.

**Word categories** is an array of all the categories and words related to the category they are in.

**Create empty grid** will make an empty 4 x 4 grid for the words to be put in.

**Select at random the categories** will be a function that selects 4 categories with 4 words in each for the game.

**Populated grid with four categories** will put the 16 words in the empty 4 x 4 grid.

**Play Game** is the main game loop where the gameplay occurs, including getting the display grid function, get guesses, check if valid and updating the game state. It continues until the player runs out of attempts or puts all the words with their chosen category.

**Update game stats** this will then display the amount of guessed categories (out of 4), and if the lives greater then 0, you won the games if not then Game over.

**Display grid from populated grid** will display the populated grid function.

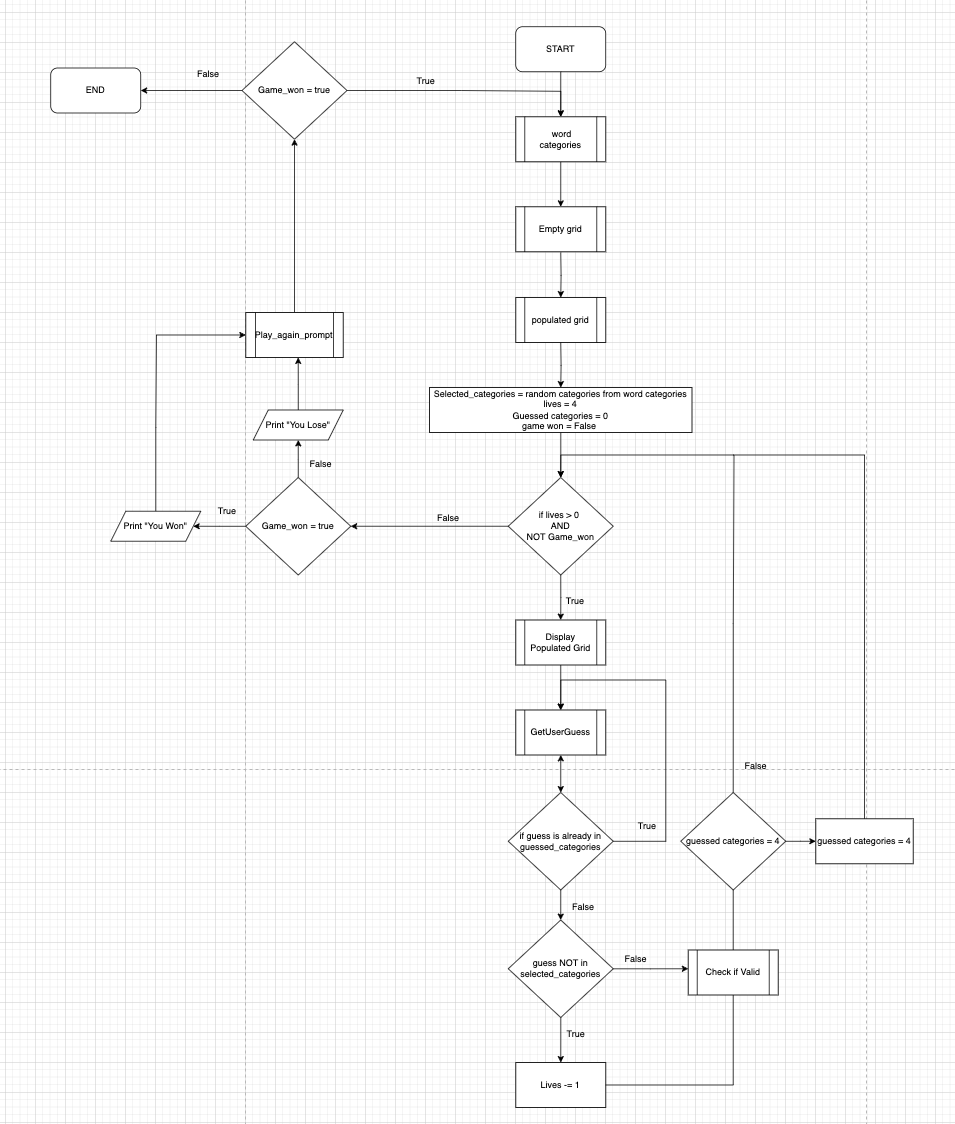
**Get Guess**: This function simply gets 4 words guessed by the player.

**Check if it is valid** this will check if the guess is valid.

**Play Again Prompt**: After the game concludes, this prompts the player to start a new game or exit.

**Flow Chart**

This Flowchart effectively illustrates the way my game “connections.py” uses detailed operations of subfunctions in a simplified way, this overview should perfectly demonstrate the workings of the game, “Connections.py”.

*This diagram was generated using* [*.drawio*](https://www.drawio.com/)*.*

## 

## Data Dictionary

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Variable | Data Type | Format for display | Size in bytes | Size for display | Description | Example | Validation |
| word\_list | List[String] | List of strings | - | - | List of potential secret words for the game | ["apple", "banana"] | Must not be empty |
| secret\_word | String | Text | - | - | The word to be guessed by the player | "apple" | Must be from word\_list |
| guessed\_letters | Set[Char] | Set of characters | - | - | The set of letters that have been guessed | {'a', 'e'} | Unique characters only |
| attempts | Integer | Numeric | 4 | 1-2 digits | Number of attempts left for incorrect guesses | 6 | 0 to max number of attempts |
| game\_won | Boolean | True/False | 1 | True/False | Flag to determine if the game has been won | True/False | True or False only |
| guess | Char | Single character | 1 | 1 character | Current letter guessed by the player | 'a' | Single character |