World Assumptions: The outfit planner game is designed with the idea that users will have access to a computer, an internet connection, and a web browser. It is created for people who enjoy fashion, creativity, and experimenting with different styles by customizing an avatar. The game is meant to be simple, fun, and easy to use so that anyone can play without needing special software or hardware. The system also works under the idea that users will want to save the outfits they create and look back at them later. Features like outfit rating, random generation, and resetting the avatar add to the overall experience by giving users more ways to interact with their designs. Clothing and accessory images may be created by the team with design tools or collected from online sources to give enough variety for users to enjoy the game.

User Requirements: The outfit planner game needs to be simple and easy for users to play on any computer through a web browser. Users should be able to customize an avatar with different clothing and accessories, save their favorite outfits, and try out new looks without difficulty. The system should also let them rate outfits, generate random combinations, and reset the avatar to start over. To make it creative, the game will include a range of clothing options designed by the team or taken from the internet.

- Works on any computer with a web browser.
- Easy-to-use interface.
- Avatar customization with clothing and accessories.
- Ability to save outfits in a gallery.
- Option to view and rate saved outfits.
- Random outfit generator.
- Reset function to clear the avatar.

- A varying selection of clothing choices from team designs or online sources.

Specifications: The specifications for the outfit planner game focus on creating a smooth, user-friendly experience through an interactive web application. The system will provide clear navigation, responsive design, and database support to store user information and outfits. The avatar customization will be flexible, allowing users to easily switch between clothing categories and save or reset their looks. Artwork will be either team-designed or sourced online to ensure a wide range of styles.

- Web-based interface through any browser (Chrome, Firefox, Edge, Safari).
- Avatar customization with categories: tops, bottoms, shoes, accessories.
- Save and view outfits in a personal gallery.
- Outfit rating system and random outfit generator.
- Reset option for avatar to start fresh.
- Database integration for storing user data and saved outfits.
- Responsive design for smooth interaction and navigation.
- Use of Picsart, Figma, Canva, or internet images for clothing and accessory artwork.

Program: The program for the outfit planner game will be developed as a web-based application using JavaFX, HTML, and database integration to support storing user information and saved outfits. The interactive interface will allow users to customize an avatar with clothing and accessories, organized into categories such as tops, bottoms, shoes, and accessories. Core

features will include saving outfits, viewing them in a gallery, rating creations, generating random outfit combinations, and resetting the avatar to start fresh. All clothing and accessory artwork will be uniquely designed by the team using tools like Picsart, Figma, and Canva, or otherwise drawn from online sources to ensure a wide variety of creative options for users.

Machine (Hardware): The outfit planner game will be developed on standard laptops or desktop computers and reliable internet access to support coding, database integration, and design tasks. Development will use tools that can run JavaFX and HTML, with database support for storing user data and outfits. For hosting, the application can be tested locally and later used online so it can be accessed through any modern web browser, such as Chrome, Firefox, Edge, or Safari. Since the system is web-based, users will only need a computer with internet connectivity, without requiring special hardware or installations. For design assets, clothing and accessory images will be created by the team using Picsart, Figma, and Canva, or otherwise sourced from the internet to expand the variety of available outfit options.