Ethan Gurry

Numbies Design Doc

- Class: Player
  - Fields
    - Name
    - Score
  - Methods
    - Getters and setters
    - toString
- Class: Game
  - Fields
    - Player gamemaster
    - Player[] players
    - Number to guess
    - Number of turns
    - Int pot
  - Methods
    - Getters and setters
    - Make guess
    - Determine number of turns
    - Is last turn
    - Final guess
    - Change order of players
    - New round
    - toString
    - Save file
- Class: SaveFile
  - Fields
    - Number of players
    - Players[] players
    - Save name
  - Methods
    - Save
    - Load save
- Class: Main
  - Instantiate JFrame and load start menu

GUI
- Start menu

- ○ Load game button
- ○ New game button
- Load Screen
  - ○ 3 buttons to select which save file
- Select players
  - ○ Select number of players
  - ○ Enter players names
- Gamemaster screen
  - ○ Enter the number that is going to be guessed
- Gameboard
  - ○ Button for player to submit guess
  - ○ Show who's turn it is
  - ○ Show what's in the pot
  - ○ Show last guess
  - ○ Show response to last guess
- Last Guess screen
  - ○ Allow player to answer digit by digit
- Continue
  - ○ Button to continue to next round
  - ○ Button to save & exit