CIS 227 Assignment 9

Assignment Details

Create a play timer

Use modifying algorithms to set default values

Add an object to display a players score, Object should update and the score changes

Change the color of the display every 1 minute of gameplay

Reset the counters when a new game starts.

Create a visual indicator to display when a guess is correct.

Add tooltips to objects

Team Roles

Lead Programmer – David Schreur

UX/UI Programmer – Erin Cleaver

Functional Programmer – Sandra Khoury

Program – 70

UX/UI – 35

Function - 35

Documentation – 30

Total Possible Points – 100

**Version 0.7.50**

| REVISION HISTORY | | | |
| --- | --- | --- | --- |
| DATE | VERSION | DESCRIPTION | AUTHOR |
| 03-24-2021 | 0.6.75 | Created a timer function to change background of background form every minute. | Sandra Khoury |
| 03-25-2021 | 0.7.0 | Created tooltips for easier accessibility | Erin Cleaver |
| 03-27-2021 | 0.7.25 | Created a visual indicator of how much time eclipsed during game time | David Schreur |
| 0-29-2021 | 0.7.50 | Created a visual indicator to alert user of correct guesses. | David Schreur |
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# INTRODUCTION

## PURPOSE

Identify and describe scope of product whose technical specifications are being documented and describe desired outcome.

## DOCUMENT CONVENTIONS

Describe any naming or structural conventions employed throughout document and how they benefit reader.

## REFERENCES

List any referenced document names or links.

# DESCRIPTION

## FEATURES

List main features with brief description.

## USER OVERVIEW

Define groups and describe user characteristics.

## ASSUMPTIONS / DEPENDENCIES

Detail all assumed factors (not known facts) that could potentially impact technical specifications set forth. Include external factors.

# SYSTEM FEATURES

## SYSTEM FEATURE 1

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Implemented a feature on the game play screen to show the player the amount of time they had been playing the game. Also add a feature to change the color every 60 seconds into different sides of blue. |
| **STIMULUS / RESPONSE SEQUENCES** | It shows the user how long it has taken them to figure out the word. After 60 seconds the color changes on their computer. |
| **FUNCTIONAL REQUIREMENTS** | Created a timer function to implement the feature and a function that changes the color every 60 seconds. |

## SYSTEM FEATURE 2

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Added tool tips throughout the hangman application. |
| **STIMULUS / RESPONSE SEQUENCES** | To let the user, know what the buttons do when they hover the mouse over the button. |
| **FUNCTIONAL REQUIREMENTS** | Added to each button, radio button, and text field that the user interacts with. |

## SYSTEM FEATURE 3

|  |  |
| --- | --- |
| **DESCRIPTION AND PRIORITY** | Added an alert to the application for when the user makes a correct guess. |
| **STIMULUS / RESPONSE SEQUENCES** | It shows a box when the user gets a correct guess and then has them press okay. |
| **FUNCTIONAL REQUIREMENTS** | Created a function that uses QMessage. |

# REQUIREMENTS OF EXTERNAL INTERFACE

## USER INTERFACES

Describe product / user interface characteristics, including standards, style guides, constraints, functionality, and sample screens if applicable.

# APPENDICES

## APPENDIX A: GLOSSARY OF TERMS

Define all terms and unique acronyms employed throughout document and specific to project.

## APPENDIX B: ANALYSIS DOCUMENTATION

List file / document names / provided links to all diagrams, models, additional findings pertinent to technical specification development.

## APPENDIX C: ISSUES

List all unresolved issues, TBDs, pending decisions, findings required, conflicts, etc.

| ISSUES | | |
| --- | --- | --- |
| ID | DESCRIPTION | PARTY RESPONSIBLE |
| 1010 | Hint button currently does not give hints. Farther debugging is required | All |
| 1020 | High score currently does not add new users. Farther investigation required. | All |
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