

“Evil” Galgje

An evil version of the classic ‘hangman’-game made with Objective C and the apple framework for iOS.

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Proposal

The goal of the project is to create a simple one-player hangman game. Any time the user guesses a letter the systems try's to find a new word where previously guessed letters have the same position (or are also not in the word) but the newly guessed letter doesn't occur, or occurs less often. In this way the game is cheating and making the game more difficult to win.

Features:

- The game should display an image of the state of the gallows, how further it is constructed how more points the player has lost.
- Also the game should display a field with guessed characters which where not in the too be guessed word.
- At last the game should display the guessed characters in the form: a**c*a** (= aircraft) and an keyboard to type in new guesses.
- When the user guesses a new character, when it is already guessed it will be ignored. When the character is in the word, the system will look for another word to match already guessed characters to make the game more difficult. It then places it in the correctly guessed characters, if the character is not in the word it will be placed in the false-guesses field.
- When the word is guessed or the user doesn't have any points any more (game over) the application will show an endscreen with the option to restart.

Used technology:

- Objective C for iOS development.
- xCode

Coding styleguide

Objective C pushes you into his coding philosophy which makes you use the MVC model.

As a styleguide I chose the styleguide of the Adium project which can be found here: <http://trac.adium.im/wiki/CodingStyle>